



ARC THE LAD II
WALKTHROUGH
May 2nd 2013

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| | |
|---|---------|
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~~~~ EAST ALDIA ~~~~

|                                                |         |
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| | |
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~~~~ SEIRYA ~~~~

|                                  |         |
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| | |
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\*~\*~\* SEIRYA \*~\*~\*

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\*~\*~\* FORLES \*~\*~\*

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\*~\*~\* MILLMANA \*~\*~\*

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\*~\*~\* BALBALARD \*~\*~\*

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\*~\*~\* AMIGUE \*~\*~\*

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\*~\*~\* SEIRYA \*~\*~\*

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\*~\*~\* SEIRYA (PAST) \*~\*~\*

- TOUVIL (PAST) ..... [C9060]
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\*~\*~\* GREYSHINNE (PAST) \*~\*~\*

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\*~\*~\* NIEDEL (PAST) \*~\*~\*

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\*~\*~\* ALATOS (PAST) \*~\*~\*

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\*~\*~\* ZARIBAN (PAST) \*~\*~\*

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\*~\*~\* SEIRYA (PAST) \*~\*~\*

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\*~\*~\* (PRESENT) \*~\*~\*

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\*~\*~\* ROMALIA \*~\*~\*

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\*~\*~\* ROMALIA \*~\*~\*

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### 10. Acknowledgements ..... [C10000]

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*=====
|  2. DISCLAIMER [C2000] |
*=====
```

Alright, time for the legal stuff XD

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```
*=====*
| 3. INTRODUCTION                                     [C3000] |
*=====*
```

First of all, thanks for reading my guide. As you read this guide, be aware that the information you will find here is NOT completely spoiler free.

I wrote this faq because I wanted to write a guide that not only has detailed explanations on how to succeed on every battle, but one that also has very specific instructions on how to go about completing each and every dungeon the player comes across. I also took the time to find each and every Rare Drop for every single battle throughout the game and also indicated the drops and steals for each monster fought throughout the game.

Also have in mind that some sections might have spoilers.

Again,

\*\*\*\*\*

REMEMBER THAT THE INFORMATION IN THIS GUIDE IS NOT SPOILER FREE!!!!

\*\*\*\*\*

```
*=====*
| 4. UNDERSTANDING CHARACTER STATS                     [C4000] |
*=====*
```

These are listed in the characters status screen. Some stats are listed with a single number while others will look like this:

Ex) 55 + 22

-The first number will be the characters stats; these are the ones that will increase from level ups and stat boosting fruits.  
-The second number will be the extra stat boost provided by the characters current equipment.

LEVEL  
-----

The current level of the character, Max is 1000

HP  
--

The amount of health you have, when it reaches 0 you die. You will be revived after battles with 1 HP. Max is 32,767

MP  
--

The amount of magic points you have. Max is 32,767

ATTACK  
-----

This is the characters PHYSICAL attack power; Max is 499. This parameter is what comes into play when attacking normally as well as when

using skills that are physical in nature (ex Shu's random attack, Gruga Special, Extract, etc). Total damage will be affected by the following:

- Enemy Blocking -> reduces damage incurred to "approx" 10%
- Enemy Defense stat
- Elemental Attributes (See NOTE 14)
- Direction of Attack (See NOTE 20)
- Weapon Skill Mastery (See NOTE 22)

## DEFENSE

-----

This is the characters defensive strength; Max is 499. The higher this is, the lower the damage incurred by physical attacks, as well as attack based skills. Attack damage will also differ depending on elemental attributes (See NOTE 14)

## MAGIC and MAGIC DEFENSE

-----

Max is 499. The only explanation i could find for magic defense was from TopperCop's "Character/Item Development Faq"

This parameter determines not only the basic magic attack power, but also the basic magic defense. The most striking difference between the two traits is that the magic attack power is determined by base+bonus, but magic defense is determined by the base value only. Equipping weapons and accessories with the description of "Increase Magic Defense", however, can reduce magic damage received. The percentage of reduction is additive with a maximum of 62.5% reduction (i.e. cutting the damage received to just over one-third). Take Diekbeck for an example, equipping Power Units with higher numbers will increase its magic attack power. But there is nothing you can do to augment its abysmal magic defense (except by casting Invincible or Magic Shield.) Notice that magic attacks also include the various breath attacks.

## AGILITY

-----

The higher this stat, the sooner you can act within a given BATTLE TURN. This is important to understand because even if you have more than 2x the AGL of the enemy, you still WON'T act 2 times before he gets 1. Max is 51.

## THROW

-----

This stat will determine how far one can throw items. Max distance is 3 whether you get it through leveling up, equipment, or with the Power Shoot Skill (Diekbeck and monsters only).

S = Square to throw to  
C = Character doing the throwing

| Level 1 | Level 2   | Level 3       |
|---------|-----------|---------------|
| S       | S         | S             |
| S C S   | S S S     | S S S         |
| S       | S S C S S | S S S S S     |
|         | S S S     | S S S C S S S |
|         | S         | S S S S S     |
|         |           | S S S         |
|         |           | S             |

## COUNTER

-----

This stat increases the frequency of countering an enemy attack, provided that it is counterable. What signifies a counterable attack?



- Enemy attacks from right next to the character
- Enemy uses physical attack; NO skills can be countered regardless of distance
- Character is NOT under any status effects that prevents them from using the attack command (petrify, sleep, paralyze, etc)

MadJak91 informed me that counters function as follows:

Counter 0 = 0% Chance  
Counter 1 = 100% Chance from the front  
Counter 2 = 100% Chance from the front, sides, and back.  
Counter 3 = Increased Damage.

#### RANGE -----

The stat determines how many spaces you can travel in one turn. The maximum is 7 whether you get some through leveling up (+1), equipment, or with the Expand Range Skill.

#### CATCH -----

Functions as follows:

LV 0 - Cannot Catch  
LV 1 - Chance of Catching the item  
LV 2 - Chance of Catching the item and throwing it back  
LV 3 - Increased damage of throwback

[Thanks to MadJak91 for the Catch Level info]

You can increase your catch through gaining levels, equipment, or with the Nice Catch Skill (Diekbeck and monsters only)

#### JUMP -----

This stat determines how high you can jump. The max is 3. MadJak91 informed me that Jump functions as follows:

Jump 0 = Cannot jump over anything  
Jump 1 = Can Jump over obstacles  
Jump 2 = Can Jump over character/monsters  
Jump 3 = Grants you a Permanent Move + 1.

#### WEAPON SKILL MASTERY -----

This is denoted by the STARS next to each characters equippable weapons. See NOTE 22 for detailed info on this.

#### =====

#### HIDDEN STATS

#### =====

\*This entire section was created by MadJak91.

EVASION/BLOCKING/ACCURACY - These stats are hidden and are very difficult to calculate.

- there might be some random factor involved
- it is unknown whether a "hit rate" parameter of the weapon or the character exists
- the game first factors evasion and then blocking
- every character or monster has its own natural rate of evasion and blocking

## BLOCKING

-----

- characters/monsters with a natural blocking rate of 0 cannot block
- they cannot block even if the rate is increased through equipment
- characters/monsters under the darkness abnormal status effect cannot block
- the final blocking rate is natural + bonus from any items, the bonus cannot exceed +5

formula:

probability of blocking (%) = (final blocking rate \* 100 / 16) + ((LV of defender - LV of attacker) / 2)

the formula always works with the whole part of the number at the end

example:

LV85 monster attacks LV70 character with the final blocking rate of 2  
probability =  $(2 * 100 / 16) + ((70 - 85) / 2) = 12.5 - 7.5 = 12 - 7 = 5\%$   
LV70 character has a 5% chance of blocking the attack.

example:

LV1 monster attacks LV128 character with the final blocking rate of 4  
probability =  $(4 * 100 / 16) + ((128 - 1) / 2) = 25 + 63.5 = 25 + 63 = 88\%$   
LV128 character has a 88% chance of blocking the attack.

## EVASION

-----

- characters/monsters with a natural evasion rate of 0 cannot evade
- characters/monsters under the darkness abnormal status effect cannot evade
- if the attacker is under Charge, the defender cannot evade
- the final evasion rate is natural + bonus from any items, the bonus cannot exceed +5

formula:

probability of evading (%) = (final evasion rate \* 100 / 16) + ((LV of defender - LV of attacker) / 2)

example:

LV47 monster attacks LV60 character with the final evasion rate of 4  
probability =  $(4 * 100 / 16) + ((60 - 47) / 2) = 25 + 6.5 = 25 + 6 = 31\%$   
LV60 character has a 31% chance of evading the attack.

example:

LV60 monster attacks LV47 character with the final evasion rate of 8  
probability =  $(8 * 100 / 16) + ((47 - 60) / 2) = 50 - 6.5 = 50 - 6 = 44\%$   
LV47 character has a 44% chance of evading the attack.

## CONCLUSION

-----

- both formulas are the same and evasion is factored before blocking
- AGI plays no role in evading
- weapon and armour LV or their OFF/DEF play no role in evading or blocking
- the formulas also explain why Diekbeck has such a bad accuracy (defender, attacker LVs are factored)

```
*=====*
|  5. STATUS EFFECTS                                     [C5000] |
*=====*
```

The following are a list of all the possible status effects in Arc the Lad 2. To view these status effects enter any characters status screen and hit up on the D-Pad, then hold X. To scroll through them all, use the R1 and L1 buttons. Some of the in-game descriptions are incorrect; for example Magic Shield does NOT reflect spells, so as a result i will only use the in-game descriptions if

they make sense, else, i will clarify them.

\*Note - for all statuses that have an opposite status, i will simply refer to them as + and -.

| SYMBOL               | STATUS EFFECT             | DESCRIPTION                                                 |
|----------------------|---------------------------|-------------------------------------------------------------|
| HP1                  | Undead Critically Injured | One more hit to kill                                        |
| NINJA STAR           | Scapegoat                 | Cast on ally; Shu intercepts damage inflicted on them       |
| ORANGE SLANTED LINES | Magic Shield              | Nullifies 1 magic attack including healing and support      |
| OIL LAMP FLAME       | Amaidar Fist              | Damages enemy each turn; 30%-40% of enemy max HP            |
| BOMB                 | Time Bomb (1*)            | Time Bomb explodes on specified turn number                 |
| GOLEM FACE           | Invincible (2*)           | Nulls all damage for certain number of turns                |
| ->ARMOR->            | Kishinho                  | Stores Damage received to release with Ryugaken             |
| DOWN ARROW           | Weak Enemy                | Decreases ATK, DEF, MAG, AGL                                |
| NAIL                 | X-Cryte                   | When Sania takes damage so does the enemy under this effect |
| JAPANESE SYMBOL      | Jubakuken                 | Cannot take any actions                                     |
| BROWN JEWEL+         | Earth Proof               | Increase Earth DEF                                          |
| BROWN JEWEL-         | Earth Weakness            | Decrease Earth DEF                                          |
| BLUE JEWEL+          | Water Proof               | Increase Water DEF                                          |
| BLUE JEWEL-          | Water Weakness            | Decrease Water DEF                                          |
| RED JEWEL+           | Fire Proof                | Increase Fire DEF                                           |
| RED JEWEL-           | Fire Weakness             | Decrease Fire DEF                                           |
| TEAL JEWEL+          | Wind Proof                | Increase Wind DEF                                           |
| TEAL JEWEL-          | Wind Weakness             | Decrease Wind DEF                                           |
| GOLD JEWEL+          | Light Proof               | Increase Light DEF                                          |
| GOLD JEWEL-          | Light Weakness            | Decrease Light DEF                                          |
| SILVER JEWEL+        | Dark Proof                | Increase Water DEF                                          |

|                        |                       |                                                              |
|------------------------|-----------------------|--------------------------------------------------------------|
|                        |                       |                                                              |
| SILVER JEWEL-          | Dark Weakness         | Decrease Water DEF                                           |
| SAD FACE               | Hemo-Ji<br>(4*)       | Cannot use Special Abilities;<br>Decrease ATK and DEF by 25% |
| STONE                  | Petrification<br>(5*) | No actions are possible<br>DEF increases by 50%              |
| VERTICAL<br>WAVY LINES | Paralysis             | No actions are possible                                      |
| 2 PIRATE HOOKS         | Confusion             | Can't control character                                      |
| Z                      | Sleep                 | No actions are possible                                      |
| SKULL                  | Poison<br>(3*)        | Lose HP each round<br>Decrease ATK and DEF                   |
| 2 EYES                 | Darkness              | Decreases Dodge and Hit<br>[Does NOT decrease Defense]       |
| ELLIPSIS               | Silence               | Cannot Use Special Abilities                                 |
| BOW+                   | Offense Up!<br>(4*)   | ATK is increased by 25%                                      |
| BOW-                   | Offense Down!<br>(4*) | ATK is decreased by 25%                                      |
| SPHERE+                | Magic Up!<br>(4*)     | MAG is increased by 25%                                      |
| SPHERE-                | Magic Down!<br>(4*)   | MAG is decreased by 25%                                      |
| SHIELD+                | Defense Up!<br>(4*)   | DEF is increased by 25%                                      |
| SHIELD-                | Defense Down!<br>(4*) | DEF is decreased by 25%                                      |
| SHOE+                  | Agility Up!<br>(5*)   | AGL is increased by 50%                                      |
| SHOE-                  | Agility Down!<br>(5*) | AGL is decreased by 50%                                      |
| MOVEGRID+              | Range Up!<br>(6*)     | Range increased to Max (7)                                   |
| MOVEGRID-              | Range Down!<br>(6*)   | Range decreased to Min (1/2)                                 |
| SPRING+                | Jump Up!              | Jump Set to 3                                                |
| SPRING-                | Jump Down!            | Jump Set to 0                                                |
| CROSSED<br>SWORDS+     | Counterattack Up!     | Counterattack Set to 3                                       |

|                    |                     |                        |
|--------------------|---------------------|------------------------|
| CROSSED<br>SWORDS- | Counterattack Down! | Counterattack Set to 0 |
| THROW BALL+        | Throw Up!           | Throw Set to 3         |
| THROW BALL-        | Throw Down!         | Throw Set to 0         |
| SUN+               | Catch Up!           | Catch Set to 3         |
| SUN-               | Catch Down!         | Catch Set to 0         |
| PI                 | Tohazen             | Disable Enemy Weapon   |

#### 1\* Time Bomb

- Hits 4 surrounding squares
- Can also hit ally characters if they are standing on those squares
- Level 1 Time Bomb Detonates on 3rd turn
- Level 2 Time Bomb Detonates on 2nd turn
- Level 3 Time Bomb Detonates on NEXT turn, as a result, Shu will always be hit by level 3 time bomb.

\*\*Kimberly Archer has informed me that if you use Gogen to teleport Shu away from the area prior to his next turn, then he will be able to avoid being damaged by level 3 Time Bomb.

- Damage is always 50% of max HP

#### 2\* Invincible

- Graunoln Cannon ignores invincible
- Level 1 Invincible for 1 turn
- Level 2 Invincible for 2 turns
- Level 3 Invincible for 3 turns

#### 3\* Poison

- Damage ranges from 1 HP to (Max HP x 0.1) [thanks to MadJak91 for this]
- The decrease in ATK and DEF is 15%. The decrease is shown in the BONUS stat in the status screen; the NEW bonus value that you will see is calculated as follows:  
-> OLD Bonus Value - (Base Value x 0.15)

#### 4\* Increase/Decrease ATK, DEF, and MAG

- The increase/decrease will be displayed in the BONUS stat in the status screen; the NEW bonus value that you will see is calculated as follows:  
-> OLD Bonus Value +/- (Base Value x 0.25)

#### 5\* Increase/Decrease AGL [Increase DEF - STONE]

- The increase/decrease will be displayed in the BONUS stat in the status screen; the NEW bonus value that you will see is calculated as follows:  
-> OLD Bonus Value +/- (Base Value x 0.50) [Remember Base+Bonus cannot exceed 51 for AGL].

#### 6\* Range Up/Down

- Increase/Decreases movement range to 7/1 [If the enemy has Jump+3 then the lowest you can drop their movement range to is 2 since Jump+3 grants a MOV+1]
- Expand/Distract Range Level 1 - Disappears on 2nd Turn
- Expand/Distract Range Level 2 - Disappears on 3rd Turn
- Expand/Distract Range Level 3 - Disappears on 4th Turn

| SKILL        | LEARN | ELEMENT | DESCRIPTION                  |
|--------------|-------|---------|------------------------------|
| FIRESTORM    |       | Fire    | Fire Elemental Damage        |
| FIRE SHIELD  |       | Fire    | Increases Fire DEF           |
| CHARGE       |       |         | See NOTE 17                  |
| RETALIATION  |       |         | Counterattack set to 3       |
| MIGHT MIND   |       |         | Increases allies' MAG by 25% |
| EXPAND RANGE |       |         | Range increased to max (7)   |



|                |          |       |                                 |
|----------------|----------|-------|---------------------------------|
| [MC] DISPEL    | LEVEL 80 |       | Chance to instantly kill Undead |
| [MC] MUD STORM | LEVEL 92 | Earth | Earth Elemental Damage          |

R\* - Lieza Learns ravish during the scene on the beach with Elc on Yagos Isle.  
 In the very next fight (Vilmer's Lab) she will OFFICIALLY learn it.

+--+--+--+--+  
 +--+--+--+--+|P|A|U|N|D|I|T|+--+--+--+--+~C6003~

ELEMENT: Water  
 EQUIPABLE WEAPONS: Bite, Punch  
 MOVEMENT RANGE: 4  
 GROWTH RATE: HP: 2, MP: 1, ATT: 0.45, DEF: 0.45, MAG: 0.1625, AGL: 0.2  
 NATURAL EVASION RATE: 2  
 NATURAL BLOCKING RATE: 0

| Secondary Stats | LV1 | LV2 | LV3 |
|-----------------|-----|-----|-----|
| Throw           | 9   | 23  | 56  |
| Catch           | 10  | 25  | 62  |
| Counterattack   | 12  | 24  | 60  |
| Jump            | 11  | 28  | 69  |

| SKILL               | LEARN    | ELEMENT | DESCRIPTION                                            |
|---------------------|----------|---------|--------------------------------------------------------|
| ICE SHIELD          |          | Water   | Increase Water DEF                                     |
| COLD BREATH         |          | Water   | Physical; Reduces AGL by 50%                           |
| STRIKE POWER        |          |         | Increases allies' ATK by 25%                           |
| CHARGE              |          |         | See NOTE 17                                            |
| ACID BREATH         |          | Earth   | Physical; Reduces DEF by 25%                           |
| EXPAND RANGE        |          |         | Range increased to max (7)                             |
| SPEED UP            |          |         | Increases allies' AGL by 50%                           |
| MAGIC SHIELD        |          |         | Nullifies 1 magic attack including healing and support |
| [MC] DESTRUCTION    | LEVEL 24 |         | Decreases enemies MAG by 25%                           |
| [MC] COUNTER HANG   | LEVEL 24 |         | Counterattack set to 0                                 |
| [MC] MIND BUSTER    | LEVEL 40 |         | Damages enemies MP                                     |
| [MC] DIAMOND DUST   | LEVEL 52 | Water   | Water Elemental Attack                                 |
| [MC] THUNDER BREATH | LEVEL 68 | Wind    | Physical; Reduces ATK by 25%                           |
| [MC] BLIZZARD       | LEVEL 96 | Water   | Water Elemental Attack                                 |



| Secondary Stats | LV1 | LV2 | LV3 |
|-----------------|-----|-----|-----|
|-----------------|-----|-----|-----|







NOTE - similar to other characters armor, equipping Diek with a Power Unit that has an element on it, will cause Diek to become strong to that particular element and weak to its counter-element.

| SKILL          | POWER UNIT | ELEMENT | DESCRIPTION                     |
|----------------|------------|---------|---------------------------------|
| CHARGE         | 00         |         | See NOTE 17                     |
| GROUND SHIELD  | 01         | Earth   | - Increases Earth DEF           |
| MUD STORM      |            | Earth   | - Earth Elemental Attack        |
| DIAMOND DUST   | 02         | Water   | - Water Elemental Attack        |
| REFRESH        |            | Water   | - Cleanse ALL status effects    |
| FIRE SHIELD    | 03         | Fire    | - Increases Fire DEF            |
| FIRE BREATH    |            | Fire    | - Physical; Reduces MAG by 25%  |
| WIND SHIELD    | 04         | Wind    | - Increases Wind DEF            |
| THUNDER STORM  |            | Wind    | - Wind Elemental Attack         |
| WIND SLASH     |            | Wind    | - Wind Elemental Attack         |
| NICE CATCH     | 05         |         | - Catch set to 3                |
| MISS CATCH     |            |         | - Catch set to 0                |
| JUMP LOW       | 06         |         | - Jump set to 0                 |
| EASY SHOOT     |            |         | - Throw set to 0                |
| COLD BREATH    | 07         | Water   | - Physical; Reduces AGL by 50%  |
| BLIZZARD       |            | Water   | - Water Elemental Attack        |
| JUMP HIGH      | 08         |         | - Jump Set to 3                 |
| POWER SHOOT    |            |         | - Throw set to 3                |
| THUNDER BREATH | 09         | Wind    | - Physical; Reduces ATK by 25%  |
| TORNADO        |            | Wind    | - Wind Elemental Attack         |
| SILENT         | 10         |         | - Prevents the use of skills    |
| CHANGE ENEMY   |            |         | - See CE*                       |
| ACID BREATH    | 11         | Earth   | - Physical; Reduces DEF by 25%  |
| EARTHQUAKE     |            | Earth   | - Earth Elemental Attack        |
| WEAKNESS       | 12         |         | - Chance for Mult-Elem Weakness |
| TRANS ENEMY    |            |         | - Teleports enemy               |
| SPEED DOWN     |            |         | - Reduces AGL by 50%            |
| DISTRACT RANGE |            |         | - Range set to Min (1/2)        |
| EXPAND RANGE   | 13         |         | - Range Set to Max (7)          |
| MIND BUSTER    |            |         | - Damage enemy MP               |
| DISPEL         |            |         | - Chance to insta-kill undead   |
| EXTRACT        |            |         | - Physical Damage               |
| MAGIC SHIELD   | 14         |         | - Nulls ALL magic 1 Time        |
| CONFUSION      |            |         | - Physical + Confusion          |
| FIRE STORM     |            | Fire    | - Fire Elemental Attack         |
| EXPLOSION      |            | Fire    | - Fire Elemental Attack         |
| PLASMA SHOCK   | 15         |         | - Decreases DEF by 25%          |
| POWER LOSS     |            |         | - Decreases ATK by 25%          |
| DESTRUCTION    |            |         | - Decreases MAG by 25%          |
| COUNTER HANG   |            |         | - Counterattack Set to 0        |
| INVINCIBLE     | 16         |         | - Nullifies all attacks see 2*  |
| PARALYZE WIND  |            | Dark    | - Magical + Paralysis           |





|                   |           |      |                                |
|-------------------|-----------|------|--------------------------------|
| KOEI-ZEN          |           |      | Decreases DEF by 25%           |
|                   |           |      | Damage Up as skill level rises |
| TOHA-ZEN          |           |      | Sets BONUS ATK stat to 0       |
|                   |           |      | Damage Up as skill level rises |
| KISHINO           |           |      | See K* Below                   |
| RYUGAKEN          |           |      | See RY* Below                  |
| MONJI SLASH       |           |      | See MS* below                  |
| [MC] SPEED UP     | LEVEL 36  |      | Increases AGL by 50%           |
| [MC] SPEED DOWN   | LEVEL 40  |      | Decreases AGL by 50%           |
| [MC] EXPAND RANGE | LEVEL 56  |      | Range Set to Max (7)           |
| [MC] FIRE STORM   | LEVEL 72  | Fire | Fire Elemental Attack          |
| [MC] EXPLOSION    | LEVEL 80  | Fire | Fire Elemental Attack          |
| [MC] SWING        | LEVEL 100 |      | Physical; Single Enemy; Range  |
|                   |           |      | Increases with skill level     |

K\* - Kishino (Casting this will be noted as TURN 0)  
- Stores Physical Damage and Skill Damage  
- Level 1 - Store damage received until start of Turn 1  
- Level 2 - Store damage received until start of Turn 2  
- Level 3 - Store damage received until start of Turn 3  
- Stored damage carries over!! Can you say OHKO Final Boss?

RY\* - Ryugaken  
- Releases Damage stored by Kishino  
- Damage done is equal to enemies REMAINING HP Regardless of Damage stored. Ex  
Enemy has 150 HP remaining; Tosh has 500 Damage stored. Tosh uses Ryugaken,  
and kills the enemy doing 150 HP damage, the other 350 stored damage is lost.

UPDATE for Kishino/Ryugaken: (Thanks to Madjak91 for this info)

It turns out that there is a CAP on how much damage Ryugaken can do. In particular,

|                           |
|---------------------------|
| Max Damage = Tosh LV * 10 |
|---------------------------|

so the above info still holds true except for the fact that you actually CANNOT store an infinite amount of damage as previously assumed, thus, you cannot OHKO the final boss with this skill UNLESS Tosh is at a specific level. Specifically,

|                               |
|-------------------------------|
| Tosh's Level = Boss's HP / 10 |
|-------------------------------|

Thus to OHKO the final boss, you would need to satisfy the following:

- 1) Stored Damage is greater than or equal to the final boss's HP, and
- 2) Tosh's level is greater than or equal to the final boss's HP / 10

MS\* - Monji Slash  
- Does NOT steal HP the way the in-game description says  
- Damage Up as skill level rises  
- Causes the status "Weak Enemy"



[illegible]

ELEMENT: Earth  
EQUIPABLE WEAPONS: Punch, Stick, Kick  
MOVEMENT RANGE: 5  
GROWTH RATE: HP: 3, MP: 1, ATT: 0.6, DEF: 0.2, MAG: 0.4, AGL: 0.2  
NATURAL EVASION RATE: 2  
NATURAL BLOCKING RATE: 3

| Secondary Stats | LV1  | LV2 | LV3 |
|-----------------|------|-----|-----|
| Throw           | [20] | 35  | 100 |
| Catch           | [20] | 36  | 130 |
| Counterattack   | [20] | 26  | 80  |
| Jump            | [20] | 28  | 80  |

| SKILL              | LEARN    | ELEMENT | DESCRIPTION                                                    |
|--------------------|----------|---------|----------------------------------------------------------------|
| SHINGAN-HO         |          |         | Same as a Paralysis Attack                                     |
| TAIMA-KODAN        |          |         | Magical based Damage                                           |
| SENPU-GEKISHU      |          |         | Attack 4 squares around Iga;<br>Damage Up as skill level rises |
| RYUSEI-BAKU        |          |         | Physical based; Damage and<br>Range Up as skill level rises    |
| KIJINRYU-EIHA      |          |         | See KE* Below                                                  |
| MESSHO-REPPA       |          |         | Chance to Insta-Kill enemies<br>at a lower level than Iga      |
| AMAIDAR FIST       |          |         | Damage + 30-40% of enemies Max<br>HP each turn                 |
| CURE               |          |         | Heals Allies' HP                                               |
| [MC] POWER LOSS    | LEVEL 44 |         | Decreases ATK by 25%                                           |
| [MC] GROUND SHIELD | LEVEL 52 | Earth   | Increases Earth DEF                                            |
| [MC] STRIKE POWER  | LEVEL 64 |         | Increases ATK by 25%                                           |
| [MC] MUD STORM     | LEVEL 80 | Earth   | Earth Elemental Attack                                         |
| [MC] EARTHQUAKE    | LEVEL 88 | Earth   | Earth Elemental Attack                                         |
| [MC] EXTRACT       | LEVEL 96 |         | Physical Damage; Range<br>Increases with skill level           |

- KE\* - Kijinryu-eiha
- Damage increase with skill level
- Level 1 - hits 2 enemies in a line
- Level 2 - hits 3 enemies in a line
- Level 3 - hits 4 enemies in a line

[illegible]

ELEMENT: Non-Elemental  
EQUIPABLE WEAPONS: Cane, Flail, Spear

MOVEMENT RANGE: 3

GROWTH RATE: HP: 2, MP: 3, ATT: 0.2, DEF: 0.2, MAG: 0.6, AGL: 0.2

NATURAL EVASION RATE: 3

NATURAL BLOCKING RATE: 1

| Secondary Stats | LV1  | LV2 | LV3 |
|-----------------|------|-----|-----|
| Throw           | [15] | 18  | 80  |
| Catch           | [15] | 27  | 120 |
| Counterattack   | [15] | 32  | 100 |
| Jump            | -    | -   | -   |

Gogen has no JUMP, so Duplicating a Romancing Stone 1 would be a smart idea.

| SKILL             | LEARN    | ELEMENT | DESCRIPTION                |
|-------------------|----------|---------|----------------------------|
| EXPLOSION         |          | Fire    | Fire Elemental Attack      |
| DREAM KNOCK       |          |         | Sleep attack (no damage)   |
| DIAMOND DUST      |          | Water   | Water Elemental Attack     |
| WIND SLASH        |          | Wind    | Wind Elemental Attack      |
| ROB MIND          |          |         | See NOTE 21                |
| THUNDER STORM     |          | Wind    | Wind Elemental Attack      |
| TELEPORT          |          |         | See TEL* below             |
| EARTHQUAKE        |          | Earth   | Earth Elemental Attack     |
| [MC] MIGHT MIND   | LEVEL 36 |         | Increases MAG by 25%       |
| [MC] DESTRUCTION  | LEVEL 40 |         | Decreases MAG by 25%       |
| [MC] MAGIC SHIELD | LEVEL 68 |         | Nullifies ALL magic 1 Time |
| [MC] MUD STORM    | LEVEL 72 | Fire    | Earth Elemental Attack     |
| [MC] BLIZZARD     | LEVEL 80 | Fire    | Water Elemental Attack     |
| [MC] SUPER NOVA   | LEVEL 88 | Light   | Light Elemental Attack     |

TEL\* - Teleport

- Gogen can teleport himself and all ally characters that are directly beside Gogen PROVIDED the spaces where those characters would appear are unoccupied. You can see for yourself by surrounding Gogen with your 4 other characters and notice that using level 1 teleport will ALWAYS leave at least 1 character behind.

- Level 1 - Teleport 2 spaces
- Level 2 - Teleport 3 spaces
- Level 3 - Teleport 4 spaces

[illegible]

ELEMENT: Non-Elemental

EQUIPABLE WEAPONS: Kick

MOVEMENT RANGE: 4

GROWTH RATE: HP: 2, MP: 3, ATT: 0.2, DEF: 0.2, MAG: 0.6, AGL: 0.2

NATURAL EVASION RATE: 3

NATURAL BLOCKING RATE: 2



| Secondary Stats | LV1 | LV2 | LV3 |
|-----------------|-----|-----|-----|
| Throw           | 6   | 15  | 80  |
| Catch           | 10  | 18  | 80  |
| Counterattack   | 7   | 26  | 80  |
| Jump            | 5   | 18  | 60  |

\*All Poco's attack skills are based on his MAG stat

| SKILL             | LEARN    | ELEMENT | DESCRIPTION                  |
|-------------------|----------|---------|------------------------------|
| BATTLE DRUM       |          |         | Increases ATK by 25%         |
| LION DRUM         |          |         | See LD* below                |
| CHEER TRUMPET     |          |         | Ranged, single target attack |
| ATROPHY HORN      |          |         | Ranged, multi-target attack  |
| HEALING HARP      |          |         | Heals Allies' HP             |
| MIND BUSTER       |          |         | Damages Enemy MP             |
| SPEED OCARINA     |          |         | Increases AGL by 50%         |
| ORCHESTRA HIT     |          |         | Ranged, multi-target attack  |
| [MC] JUMP HIGH    | LEVEL 44 |         | Jump Set to 3                |
| [MC] JUMP LOW     | LEVEL 48 |         | Jump Set to 0                |
| [MC] ICE SHIELD   | LEVEL 64 | Water   | Increases Water DEF          |
| [MC] DIAMOND DUST | LEVEL 76 | Water   | Water Elemental Attack       |
| [MC] MIGHT MIND   | LEVEL 88 |         | Increases MAG by 25%         |
| [MC] BLIZZARD     | LEVEL 96 | Water   | Water Elemental Attack       |

LD\* - Lion Drum

- Level 1 - Hits 2 enemies
- Level 2 - Hits 3 enemies
- Level 3 - Hits 4 enemies

[illegible]

ELEMENT: Light

EQUIPABLE WEAPONS: Punch, Kick, Short Sword

MOVEMENT RANGE: 4

GROWTH RATE: HP: 2, MP: 3, ATT: 0.4, DEF: 0.2, MAG: 0.4, AGL: 0.2

NATURAL EVASION RATE: 3

NATURAL BLOCKING RATE: 2

| Secondary Stats | LV1 | LV2 | LV3 |
|-----------------|-----|-----|-----|
| Throw           | 5   | 9   | 70  |
| Catch           | [3] | 12  | 90  |
| Counterattack   | [3] | 23  | 80  |
| Jump            | [3] | 15  | 55  |





|                |          |  |                            |
|----------------|----------|--|----------------------------|
| [MC] CONFUSION | LEVEL 80 |  | Damage + Chance to Confuse |
|----------------|----------|--|----------------------------|

+--+--+--+--+  
 +--+--+--+--+|H|E|M|O|-|J|I|+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+  
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ELEMENT: Water  
 EQUIPABLE WEAPONS: Punch, Flail  
 MOVEMENT RANGE: 4  
 GROWTH RATE: HP: 3, MP: 1, ATT: 0.4, DEF: 0.4, MAG: 0.2, AGL: 0.2  
 NATURAL EVASION RATE: 2  
 NATURAL BLOCKING RATE: 2

| Secondary Stats | LV1 | LV2 | LV3 |
|-----------------|-----|-----|-----|
| Throw           | 5   | 9   | 70  |
| Catch           | [3] | 12  | 90  |
| Counterattack   | [3] | 23  | 80  |
| Jump            | [3] | 15  | 55  |

| SKILL               | LEARN    | ELEMENT | DESCRIPTION                    |
|---------------------|----------|---------|--------------------------------|
| HEMO-JI FINGER      |          |         | Turn enemy into a Hemo-Ji      |
| CONFUSION           |          |         | Damage + Confusion             |
| CHANGE ENEMY        |          |         | See CE*                        |
| MIND BUSTER         |          |         | Damage Enemy MP                |
| MAGIC SHIELD        |          |         | Nullifies ALL magic 1 Time     |
| DARK BREATH         |          | Dark    | Physical Damage + Darkness     |
| ROB MIND            |          |         | See NOTE 21                    |
| CHONGARA BOMB       |          |         | Entire Map; Magic based        |
| [MC] DESTRUCTION    | LEVEL 28 |         | Decreases MAG by 25%           |
| [MC] MIGHT MIND     | LEVEL 40 |         | Increases MAG by 25%           |
| [MC] DISTRACT RANGE | LEVEL 48 |         | Range Set to Min (1/2)         |
| [MC] EXPAND RANGE   | LEVEL 60 |         | Range Set to Max (7)           |
| [MC] COLD BREATH    | LEVEL 72 | Water   | Physical Damage + AGL down 50% |
| [MC] BLIZZARD       | LEVEL 80 | Water   | Water Elemental Attack         |

+--+--+--+--+  
 +--+--+--+--+|F|U|-|J|I|N|+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+  
 +--+--+--+--+~C6019~

ELEMENT: Wind  
 EQUIPABLE WEAPONS: Punch, Short Sword  
 MOVEMENT RANGE: 4  
 GROWTH RATE: HP: 3, MP: 1, ATT: 0.6, DEF: 0.4, MAG: 0.2, AGL: 0.2  
 NATURAL EVASION RATE: 4  
 NATURAL BLOCKING RATE: 1







## UNICORN HORN AND SHELL ACCESSORIES:

These accessories are only obtainable if you have either:

- > a) Converted an Arc 1 save, played Arc 2 until you obtained these items from Chongaras Shop then restarted the game to the point where Lieza officially joins, then transferred the items via the Arc Arena.
- > b) Played Arc 2 all the way until you reached Alatos and traveled to the forbidden ruins, getting the 2 accessories, and THEN restarting the game to the point where Lieza officially joins, then transferred the items via the Arc Arena.

In BOTH cases, make sure you keep your saves, that is don't override your old playthrough with the new one, since it's the old one in which you actually obtained the accessories.

Unicorn Horn - Increases the chance of enemies dropping rare items. The chance for a rare drop within a battle is ALWAYS present, so you will ALWAYS have a chance within a battle to obtain them. I have confirmed with many tests, that simply having this equipped on a character is not enough for the chance for a rare drop to increase. In fact, the person equipped with it, needs to do the killing in order to have a BETTER chance at receiving the rare item. Note that even with the Unicorn Horn, the drop rate is still VERY LOW

Shell - despite the in-game description, I have been informed by MadJak91 that this accessory, in fact, increases steal chances with Shu, and increase the chance of enemies dropping their 'stealable' item. Again, this is provided that the person with the Shell equipped is doing the killing. I have also confirmed with MANY tests that obtaining a stealable item via a DROP, is not possible without the shell accessory. Obtaining stealable items via STEALS is a better use of your time then trying to get it to drop with the shell accessory.

I found a site that tests the unicorn horn and shell, and although i did ALOT of testing myself, this person seemed to have done WAY more then me. Unfortunately i have no idea who did the tests, since there is no NAME on the website and it was in Japanese, but the google translate made it somewhat understandable. Regardless, I will not take credit for this, but will paste the link so you (the reader) can read it if you wish.

<http://www.h-eba.com/arc2/dataroom/kai.html>

=====  
NOTE 2:  
=====

### STEAL ITEM IN BRACKETS:

During some portions of the game you won't be able to steal because Shu is not in your party. If it is possible to steal from the EXACT same enemy type later on, then the enemies will have their stolen item listed within brackets, [Ex Steal: NA (herb)], this is to indicate that I could not steal at the time that locations was accessed and thus I stole the item by either a) coming back at a later time (if possible), or b) the SAME enemy type appeared in a different location later in the game causing me to steal the item at that time and then going back to EDIT my info.

Sometimes a steal item will be listed like this:

Steal: NA -> Shell can cause him/her to drop >NAME OF ITEM<

I ONLY do this for those enemy type that can NEVER be fought again and thus the only way to receive their steal item (without having Shu around) is to get him to drop it with the Shell accessory.

=====  
NOTE 3:  
=====

## WANTED MONSTERS AND JOBS ORDER:

I will be numbering the wanted monsters in the order in which they can be fought, not in the order they appear in the guild. Ex Hoysler is available in Indigos Guild from the start of the game but cannot be fought until you reach Salba Desert, and by that time you would have fought 5 wanted monsters. Therefore when I list the wanted monsters in the guide, I am listing the ones that we can fight at that time. Make sure to check ALL posters in the guild every time you enter one.

=====  
NOTE 4:  
=====

## ENEMY LEVEL DIFFERENCES:

At times during the game the listed enemy levels in this guide may differ from what you experience, this may be due to programming certain enemy levels to be similar to the party's level.

Ex In Chimera Research Lab (Romalia) when I fight fake Gogen, he is at Level 57. This is dependant upon the level in which Shu and Tosh are at when you engage him in battle. The Blood Zombie levels are also affected in this particular battle, so i would conclude that this programming would be battle specific, not enemy specific.

=====  
NOTE 5:  
=====

## ABBREVIATIONS:

CRL - Chimera Research Lab

a.k.a. - Also Known As

imo - In My Opinion

Insta-Kill -> Instantly Kill

Buff/Buffering - not an abbreviation, but for those of you who don't understand my wording here, it simply means to strengthen your characters with status enhancing spells such as Speed Up or Strike Power.

=====  
NOTE 6:  
=====

## SMITH SHOP UPGRADES:

\*The following information was provided by MadJak91, and confirmed in the NTSC-US Version by FinalFLuver.

The smith gets EXP for a job equal to the level of the item AFTER the job is completed.

Example 1: Judge Item (NTSC-JP Version Only) - If you ask the smith to judge a level 5 item he will gain 5 EXP; if you ask him to judge a level 14 item, he gains 14 EXP.

Example 2: Raise Item Level - He raises a level 13 sword to level 14; that gives him 14 EXP for that job.

Example 3: Add Item Effect - If you add an effect to a level 5 item, the smith gains 5 EXP; if you add an effect to a level 14 item, the smith gains 14 EXP.

## REQUIRED EXP FOR SMITH UPGRADE:

\*The information for the NTSC-JP Version was provided by MadJak91, and the information in the NTSC-US Version was discovered by myself (FinalFLuver).

NTSC-US Version

=====

PRODIAS SMITH  
Add Item Effect - needs 200 EXP  
Raise Max Level - needs 800 EXP

BRAKIA SMITH  
Raise Off/Def - needs 160 EXP  
Personalize - 320 EXP

NTSC-JP Version  
=====

PRODIAS SMITH  
Add Item Effect - needs 200 EXP  
Raise Max Level - needs 8000 EXP

BRAKIA SMITH  
Raise Off/Def - needs 1600 EXP  
Personalize - 3200 EXP

=====

NOTE 7:

=====

FORBIDDEN RUINS EXTRA FLOORS:

The ONLY way to access floor's 51-70 in the Forbidden Ruins, is if you traversed the 50 floors in the Forbidden Ruins during Arc the Lad 1 and acquired Choko. So before starting this playthrough you may want to do that in your Arc1 save, then transfer that data. Without obtaining her in Arc1, you also miss out on some Choko related side quests. Also, during the battles with the slimes in Tokoko Village, DO NOT KILL any of the slimes. Doing so may result in the Corpse on Floor 50 of the Forbidden Ruins NOT disappearing, and thus, the stairs will NOT be in his place.

=====

NOTE 8:

=====

CHOKO GLITCH (POSSIBLY):

Ok so I've read some forum posts that mention choko not joining your party. It could be a glitch, but according to the following thread, I've come up with a few things you should make sure to do.

<http://www.gamefaqs.com/boards/196617-arc-the-lad-collection/56794062>

- Enter Time Forest and head to Tokoko Village
- Go to Choko's House and spend the night.
- Choko shows you around town
- Choko leads you to the Graveyard (talk to her before exiting every screen and read the headstone)
- Choko leads you to the entrance (talk to her before exiting every screen)
- At the entrance, keep talking to Choko until she says that she's coming with you.

Other possibilities:

-Wait until post Greyshinne and acquire Fu-Jin and Rai-Jin, then do the time forest events.

=====

NOTE 9:

=====

MONEY AND NOL SKILL FORMULAS:

NTSC-US Version ONLY

=====

Money (BOSSSES) = Level of the BOSS defeated x 60 [thanks madjak91]

Ex Zalbad Level 122

Money = 122 x 60 = 7320

Money (Enemies) = Level of the enemy defeated x 5

Ex level 50 enemy

Money = 50 x 5 = 250G

Nol Skill = Level of the enemy / 10, then truncate the decimal

Ex level 57 enemy

Nol Skill = 57 / 10 = 5.7 = 5

Nol skill, just like money, is obtained for the whole party. So regardless how much you use a character they have full access to the nol skill obtained by the other members. Also, the formula for the amount of Nol obtained does not differ when fighting Bosses.

=====

NOTE 10:

=====

CHANGE THE ORDER OF YOUR SKILLS:

Bring up the abilities menu during battle, and press either L1 or R1, you'll see the skill highlighted, then go down to another skill and press L1 or R1 again, and those 2 skills will change places.

=====

NOTE 11:

=====

QUICK SKILL SETUP:

If you want to be quicker about selecting a skill, particularly one that you use often, you can designate either R2 or L2 to the skill. Simply open the abilities menu during battle, pick a skill and press either L2 or R2. You can even choose the level of the skill you want to be selected. So if I want Shu's Level 2 steal to be a "Quick Skill", then I would go to:

Steal -> press right on the D-Pad -> then press R2

This is particularly useful for the Amaidar Temple Time Attack.

=====

NOTE 12:

=====

MONEY GLITCH:

Yes there is a way to max out your money. The max is 999,999G to do so watch this youtube video made by MadJak91.

\*\*Full Credit goes to Decoy51 for discovering this invaluable glitch.

<http://www.youtube.com/watch?v=eWysfiBxuUE>

-make sure to actually select the item first, so that the "yes", "no" box shows up, it doesn't work the other way (ie simply having the item highlighted then pushing right on the D-Pad to increase the amount you want to purchase.

-Doesnt seem to work when your total money is low (ie below 10,000G)

-When selecting the amount to buy, make sure to go AT LEAST 1000G over your max, it may not work otherwise.

=====  
NOTE 13:  
=====

#### MONSTER HUNT/JOB LAYOUT EXPLANATION:

##### HUNTS:

REWARD: The amount of Goz obtained for the Hunt  
MERITS: The amount of Merits obtained for the Hunt  
HUNT POSTED: Which city/guild the wanted monster poster can be found  
HUNT LOCATION: Where the wanted monster can be found  
AVAILABLE: The time when the wanted monster can be fought  
WHEN TO COMPLETE: Time in which I recommend fighting the wanted monster.

##### JOBS:

REWARD: The amount of Goz obtained for the Job  
MERITS: The amount of Merits obtained for the Job  
JOB POSTED: Which city/guild the Job can be accepted in.  
JOB LOCATION: Where to go in order to begin the Job  
AVAILABLE: Time when the Job can be accepted  
WHEN TO COMPLETE: Time in which i recommend completing the Job  
BEST OUTCOME: What to do to achieve full reward and merits.

=====  
NOTE 14:  
=====

Elemental Attributes: \*Thanks to MadJak91 for helping me with this section.

Elements are somewhat confusing, there are 6 types:

Water <----> Fire  
Earth <----> Wind  
Light <----> Dark

There are also 2 different situations where elements come into play:

- 1) Character elements
- 2) Equipment elements

The following are true regarding elements:

-> The elements on equipment take priority over the characters elements  
-> Unequipped character will attack with the weapon in the top slot of their status window, and their attack will be the same element that the character is. Ex. An unequipped Lieza will attack with a whip that has an earth elemental property.  
-> When defending the character will take on the elemental attributes of their armor. Ex Lieza equipped with a WaterRobe will be strong to water and weak to fire, and despite her being earth elemental, the fact that she is equipped with a waterrobe will cause earth attacks to do neutral damage to her.  
-> When equipped with 2 different elemental items (armor/accessory), they BOTH come into effect when taking damage. Ex Lieza equipped with waterrobe(water) and Frey's Headdress(light), she will be strong to light and water attacks, and weak to dark and fire attacks  
-> Damage Versus Weak Element = Damage X 1.25  
-> Damage Versus Strong Element = Damage X 0.80

=====  
NOTE 15  
=====

#### UNUSUAL BOMB:

\*Info provided by MadJak91

-> Condition 1 - Speak with any shop owner 100+ times during the whole game. Cumulative, you can speak with any of them but the total number has to be 100+  
-> Condition 2 - You have to view the shopping screen 10+ hours in total during the game.

When both conditions are met, the next time you open up a shop screen, there is chance of the bomb being on sale.

Other Possible Conditions:

I have also read that the bomb will just appear in your inventory, or a normal bomb will change into the Unusual Bomb. Some say that there can be only one in each game. Others say that you can get multiple of them by repeating the 100x shopkeeper conversation step.

I also found that there is no need to repeat it once you fulfilled all conditions. Or that you have to have a NORMAL Bomb in your inventory, or you have to buy it and it will change, or it is already changed, or that it is 10 gameplay hours, or 100 hours, or you have to have a Bomb on a specific inventory slot, as a result, the known conditions for this bomb are not 100%.

One things for sure, the bomb is not a joke. Codes exist for it, hacks also, but those cheats are ONLY for the NTSC-JP Version. When equipped, it provides 41 DEF but it is pretty useless as it has a set probability of exploding in battle, halving the wearer's current HP and then disappearing.

=====  
NOTE 16  
=====

CHEAT/HACK ITEMS:

\*Thanks to MadJak91 for this info

For those of you who are curious, there exist some items that can be hacked in this game. I'm not sure if the English translation is exact since i haven't obtained these items myself, therefore i will write the levels and stats for easy comparison:

-> Storm Sword - Wind - LV 8/10 - ATK 26/29 -> MAX ATK 60  
-> Samurai Blade - LV 1/12 - ATK 18/42 -> MAX ATK 77  
-> Purple Eye (Mask) - LV 1/1 - ATK 14/14 -> MAX ATK 24  
-> Bloody Moon (Sickle) - LV 1/10 - ATK 15/31 -> MAX ATK 68

=====  
NOTE 17  
=====

CHARGE SKILL: Damage is multiplied as follows:

\*Thanks to MadJak91 for this info

1 charge - 1.75x  
2 charge - 2x  
3 charge - 2.25x  
4 charge - 2.5x  
5 charge - 4x  
6 charge - 4.5x  
7 charge - 6x

Charge cannot be evaded but can be blocked.

=====  
NOTE 18  
=====

SANIA'S RANDOM DICE:

Let Dice A, B, C represent 3 different numbers between 1 and 6

RULE 1: A, B, C:

-----

-> Random Dice Value =  $[A + B + C] \times 2$

RULE 2: A, A, B:

-----

-> Random Dice Value =  $[A + A + B] \times [A + A]$

RULE 3: A, A, A

-----

-> Random Dice Value =  $[A + A + A] \times [(A + A) + (A + A)]$

MadJak91 informed me that not all random dice values worked. So I came up with an explanation below that correctly determines the affects of each random dice value.

Let X be value calculated by the formulas

if  $0 < X < 127.5$  -> Damage is done to the enemy based on the formulas

if  $127.5 < X \leq 255$  -> Enemy is healed by a value of  $255 - X$

if  $256 \leq X < 382.5$  -> Damage is done to the enemy by a value of  $X - 256$

if  $382.5 < X < 510$  -> Enemy is healed by a value of  $(255 + 256) - X$

Based on these results, the most you can damage an enemy is 120, thus making this skill a poor choice for Sania's turns.

=====

NOTE 19

=====

WEIRD WEAPON ATTACK RANGES:

[Thanks to madjak91 for correcting/confirming this]

-Monk monsters have the same attack range with staves as with poles.

-Diekbecks gun has the same attack range as spears.

=====

NOTE 20

=====

\*The following information is provided by MadJak91

DIRECTION OF ATTACK:

Total damage is also affected by the direction of attack.

Damage is multiplied by the following numbers, depending on WHAT SIDE you are being attacked from:

| NAME | FRONT | SIDE | BACK |
|------|-------|------|------|
|------|-------|------|------|



|          |      |     |      |
|----------|------|-----|------|
| ARC      | 1.0  | 1.0 | 1.0  |
| IGA      | 1.0  | 1.0 | 1.0  |
| ELC      | 1.0  | 1.0 | 1.0  |
| SHU      | 1.0  | 1.0 | 1.0  |
| DIEKBECK | 1.0  | 1.0 | 1.0  |
| GRUGA    | 1.0  | 1.0 | 1.0  |
| TOSH     | 0.5  | 1.0 | 1.5  |
| POCO     | 0.75 | 1.0 | 1.25 |
| GOGEN    | 0.75 | 1.0 | 1.25 |
| LIEZA    | 0.75 | 1.0 | 1.25 |
| SHANTE   | 0.75 | 1.0 | 1.25 |
| SANIA    | 0.75 | 1.0 | 1.25 |
| CHOKO    | 0.75 | 1.0 | 1.25 |
| KUKURU   | 0.75 | 1.0 | 1.25 |
| KELACK   | 0.75 | 1.0 | 1.25 |
| MOFLY    | 0.75 | 1.0 | 1.25 |
| HEMO-JI  | 0.75 | 1.0 | 1.25 |
| FU-JIN   | 0.75 | 1.0 | 1.25 |
| RAI-JIN  | 0.75 | 1.0 | 1.25 |
| ODON     | 0.75 | 1.0 | 1.25 |
| PAUNDIT  | 1.0  | 1.0 | 1.5  |

=====

NOTE 21

=====

DIVIDE

-----

- At level 1 you can only select 1 enemy, but at level 2 and 3, you can select multiple enemies. If one or more of your own characters are in that selection, then the character casting Divide AND the characters within the spells attack area will SPLIT the total amount of HP absorbed.

MadJak91 has also informed me of the following info:

"I once searched for it as I also noticed that. It seems that even the NTSC-JP player are not 100% sure BUT it depends on the attackers MAG vs. the defender's MAG.

Divide becomes an OHKO move when the two MAGs are in a certain relation.

IF attacker's MAG >= 4 x defender's MAG THEN drain 4/4 of the current HP (all of it, that is it)

IF attacker's MAG >= 3 x defender's MAG AND < 4 x defender's MAG THEN drain

3/4 of the current HP  
 IF attacker's MAG >= 2 x defender's MAG AND < 3 x defender's MAG THEN drain  
 2/4 of the current HP  
 IF attacker's MAG >= 1 x defender's MAG AND < 2 x defender's MAG THEN drain  
 1/4 of the current HP

Even then, Divide is still not clearly understood"

ROB MIND

-----

- This works the same as Divide, except it absorbs MP instead.

IF attacker's MAG >= 8 x defender's MAG THEN drain 8/8 of the current MP (all  
 of it, that is it)  
 IF attacker's MAG >= 7 x defender's MAG AND < 8 x defender's MAG THEN drain  
 7/8 of the current MP  
 IF attacker's MAG >= 6 x defender's MAG AND < 7 x defender's MAG THEN drain  
 6/8 of the current MP  
 :  
 :  
 :  
 IF attacker's MAG >= 1 x defender's MAG AND < 2 x defender's MAG THEN drain  
 1/8 of the current MP

=====  
 NOTE 22  
 =====

Info Provided by Madjak91

Weapon Skill Mastery

-----

Weapon mastery LV determines how good is a character with his/her particular  
 weapon type.

Higher weapon skill means higher damage with normal attacks. You can also  
 observe different attack animations. Every weapon type and character has  
 exactly 8 different attack animations or patterns. Their probability depends  
 on his/her weapon mastery LV.

To increase weapon skill the character must perform a normal attack or  
 counterattack. The character then gains hidden EXP (depends on the weapon type)  
 and after certain EXP thresholds the weapon skill levels up.  
 Every weapon goes up to LV15 maximum.

ATTACK PATTERN TABLE

-----

| LV | P1   | P2   | P3   | P4   | P5   | P6   | P7   | P8   |
|----|------|------|------|------|------|------|------|------|
| 0  | 100  |      |      |      |      |      |      |      |
| 1  | 87.5 | 12.5 |      |      |      |      |      |      |
| 2  | 75   | 12.5 | 6.25 |      | 6.25 |      |      |      |
| 3  | 62.5 | 12.5 | 12.5 |      | 12.5 |      |      |      |
| 4  | 62.5 | 12.5 | 12.5 |      | 12.5 |      |      |      |
| 5  | 12.5 | 62.5 | 12.5 |      | 6.25 | 6.25 |      |      |
| 6  | 12.5 | 62.5 | 12.5 |      | 6.25 | 6.25 |      |      |
| 7  | 12.5 | 62.5 | 12.5 |      |      | 12.5 |      |      |
| 8  |      | 62.5 | 12.5 | 12.5 |      | 12.5 |      |      |
| 9  |      | 12.5 | 62.5 | 12.5 |      | 6.25 | 6.25 |      |
| 10 |      | 12.5 | 62.5 | 12.5 |      | 6.25 | 6.25 |      |
| 11 |      | 12.5 | 62.5 | 12.5 |      |      | 12.5 |      |
| 12 |      | 12.5 | 62.5 | 12.5 |      |      | 12.5 |      |
| 13 |      | 12.5 | 62.5 | 12.5 |      |      | 6.25 | 6.25 |
| 14 |      | 12.5 | 62.5 | 12.5 |      |      | 6.25 | 6.25 |

15

37.5      50

12.5

LV - Weapon skill level (0 is unarmed).

Pn - Attack animation/pattern where n is the corresponding pattern from 1 to 8.

Values are the chance of that attack animation in %.

## EXP NEEDED FOR LVUP

| LV | EXP   |
|----|-------|
| 1  | 7     |
| 2  | 83    |
| 3  | 323   |
| 4  | 803   |
| 5  | 1063  |
| 6  | 2403  |
| 7  | 3203  |
| 8  | 4803  |
| 9  | 6403  |
| 10 | 8003  |
| 11 | 10403 |
| 12 | 12803 |
| 13 | 16003 |
| 14 | 20003 |
| 15 | 24003 |

This means everyone starts at 7 EXP at LV1.

The next EXP value is the TOTAL weapon skill EXP at that level meaning that getting from LV2 to LV3 requires 240 EXP for example.

## WEAPON TYPE EXP GAINS

Attacking or counterattacking with the listed weapon types gives the following EXP:

| Weapon                                                  | EXP |
|---------------------------------------------------------|-----|
| Axe, shotgun                                            | 12  |
| Sword, knuckles, machine gun, pad                       | 16  |
| Spear, staff, cymbals, whip, fang, sickle, cards, beads | 20  |
| Flail, dagger, shoes                                    | 24  |
| Pole                                                    | 32  |
| Mask                                                    | 48  |

=====

NOTE 23

=====

The following was discovered by MadJak91:

ODON BUG

I went to Chongara's Shops to pick up Odon and well, he is not there. At all.

I know it does not matter when you visit the shop and there is nothing you have to do before getting him.

JP googling showed me the answer. If you visit Shante's Theater in the Arc Arena before getting Odon, he is not going to show up no matter what. So, I found myself "Odon-less" for the rest of the game.

Apparently, there is a Odon appearance flag that gets set even if you see Odon elsewhere. I am not sure if it is the theater or just talking to Odon

inside but it would be better to stay clear of the theater itself just to be on the safe side.

```
*=====*
| 8. A LOOK INSIDE THE CONTINENTS [C8000] |
*=====*
```

This section's sole purpose is to inform you of all the locations you can visit within a continent. At times during the game i couldn't remember WHERE certain places were located, so i think this section will help the player to quickly find which continent the location they are trying to get to, resides in.

Locations listed with a number sign [#] will indicate that it will no longer be available after certain story events or jobs.

#### EAST ALDIA

=====

- > Prodias
- > Indigos
- > Ruin Town
- > Gallarno/Dex/Vacant House
- > Wastelands
- > Aldia Bridge #
- > Ceremony Pavilion #
- > Hien Port
- > Aldia Skyport

#### WEST ALDIA

=====

- > Salba Desert
- > Lost Forest
- > White House #
- > Airship Landing Point

#### YAGOS ISLE

=====

- > Yudo Village
- > Makeshift Skyport
- > Combine Shop
- > Sealed Ruins
- > Jinbara Tube #
- > Submarine
- |
- > Deep Sea Shrine #

#### SEIRYA

=====

- > Touvil/Sabatiko Shrine
- |
- [Teleported by Kukuru]
- |
- > Palencia
- > Downtown
- > Seirya Skyport
- > Palencia Tower #
- > Palencia Castle Ruin (# Can only access first floor)
- > Colbo Plain
- > Raus Plain
- > Quina Hill

#### CLENIA ISLE

=====

- > Clenia Skyport
- > Clenia (Clenia Arena)

- > Time Forest
- > Training Rock
- > Vacant House

#### FORLES

=====

- > Ramul
- > Forles Skyport
- > Gia Temple #
- > Forest Edge #
- > Holn
- > ??? (Chimera Research Lab) #
- > Calmio Hill
- > Fels Highland
- > Mother Claire's Cave

#### ROMALIA

=====

- > Houfion
- > Romalia Skyport
- > The Heap
- > Heap Cave-In
- > Romalia Tunnel #
- > Romalia Sky Castle (Final Dungeon - say YES to Chongara)

#### GREYSHINNE

=====

- > Paysus
- > Greyshinne Skyport
- > Noyam Plain
- > Anan Flats
- > Rutar Plain
- > Sealed Ruins
- > Amaidar Temple
- > Amaidar Mountain (can always visit, but only during the story will something actually occur)
- > The Border #

#### ALATOS

=====

- > Gazalla
- > Alatos Skyport
- > Azenda Highland
- > Sealed Ruins
- > Chongara's Shop
- > Forbidden Ruins

#### NIEDEL

=====

- > Misro (Niedel Arena)
- > Niedel Skyport

#### ZARIBAN

=====

- > Elzark
- > Zariban Skyport
- > Salyan Desert
- > Water Shrine
- > Sealed Ruins
- > Raiden Ruins
- > Saryu Tribe Ruins
- > Ishima Rocks

#### BRAKIA

=====

- > Gooz
- > Ruwaga
- > Brakia Skyport

-> Lord's Manor  
-> Sealed Ruins  
-> Banza Mountain  
-> Smith  
-> Zanag Plain

#### MILLMANA

=====

-> Ajarl  
-> Millmana Skyport  
-> Razen Pond  
-> Nien Forest  
-> Headquarters #  
-> Nicarus Forest  
-> Ruvag Woods  
-> Toyoke Forest

#### OIL RIG

=====

-> Deep Sea Oil Rig (automatic)

#### BALBALARD

=====

-> Muhad  
-> Balbalard Skyport  
-> Pyramid #  
-> Tukae Cave  
-> Kanara Desert  
-> Saryu Tribe Camp  
-> Sealed Ruins

#### AMIGUE

=====

-> Morea  
-> Amigue Skyport  
-> Altrapas Wilds  
-> Madeta Hill  
-> God Tower #  
-> Sealed Ruins

```
*=====*
|  9. WALKTHROUGH                                     [C9000] |
*=====*
```

Welcome to my Walkthrough. Before beginning, I strongly recommend reading through the NOTES section above, it contains alot of detailed information that should really be read before beginning the game, especially if you plan on using ARC ARENA early in the game, for example the Odon Bug in NOTE 23.

```
<>=====//-----//=====<>
//                                //
<>=====//-----//=====<>
```

```
*=====*
|                                PRODIAS                                <C9001>|
*=====*
```

-----  
LOCATION: ELC'S APARTMENT  
-----

After Elc wakes up you will gain control. Open up the menu and replace the

herb he has equipped with the revival tonic (+3 attack). Exit the room and Lynx will inform Elc of a job, and to head to the guild. The guild will have a sign out front with what looks like a leopard type monster on it.

-----  
LOCATION: PRODIAS GUILD  
-----

Once inside, check out the posters on the wall. These are "Monster Hunts" and the only way to collect the bounty and merits is to check each poster PRIOR to defeating the wanted monster. The book on the counter can be used to save your game. Once you're ready talk to Lynx at the door.

```
*=====*
```

|  |               |         |
|--|---------------|---------|
|  | ALDIA SKYPORT | <C9002> |
|--|---------------|---------|

```
*=====*
```

|           |              |   |
|-----------|--------------|---|
| \ ITEMS / | GALE BANDANA | / |
|-----------|--------------|---|

```
*=====*
```

You jump right into a boss fight.

+++++

NAME: BOSS - ??? (Aldia Skyport)  
Level: ???  
Steal: NA  
Drop: None

Pretty straightforward fight, simply attack from 2 panels away to avoid counters, and he should go down in 2-3 hits.

+++++

After the battle, head down to the girl who was being held hostage, and talk to her, she will give you a >GALE BANDANA<. Equip this in place of your current armor. Once you are ready follow the mysterious man out the door in the north east. Stop by the first room to the north for a scene with a young lady and her pet monster. Then follow the man to roof of the airship to engage him in battle again.

+++++

NAME: BOSS - Alfred (Aldia Skyport - Airship Roof)  
Level: 2  
Steal: NA  
Drop: None

NAME: Giant Bat x4 (Aldia Skyport - Airship Roof)  
Level: 1  
Steal: NA  
Drop: Herb

\*Rare Drop >DARK CHARM< is a battle specific drop during this battle.

With the help of your new allies this fight won't be difficult, simply attack from 2 panels away to avoid counters. [Lieza has a unique ability to search enemies, by doing so they will be added to the monster book which you will have access to at a later part in the game. I never bothered with searching, but if you're a 100% gamer, then you can search the enemies here. I won't be making anymore search references throughout this walkthrough :)]. With Paundit's cold breath and Elc's spear, you can safely attack from distance, healing with Lieza when necessary.

+++++

After the scenes you will end up in Indigos.

```
*=====*
```

|  |         |         |
|--|---------|---------|
|  | INDIGOS | <C9003> |
|--|---------|---------|

```
*=====*
```

You will end up in Shu's Apartment (Elc's friend). You can rest on the couch

and save with the book. You need to find the doctor so head out into town. Feel free to look around and shop. Head to the guild and talk to the man behind to glass, then talk to the man next to the posters, he'll mention the doc likes to kill his liver, so when you are ready head to the bar (sign with a bottle on it).

-----  
LOCATION: INDIGOS BAR  
-----

After the short scene talk to the bartender, who will tell you the doc went to Ruin Town. So leave Indigos and head to adjacent town.

\*=====\*

|  |           |  |
|--|-----------|--|
|  | RUIN TOWN |  |
|--|-----------|--|

\*=====\*

After the scene prepare for a battle.

+++++

NAME: LELAND (Ruin Town - Streets)  
Level: ???  
Steal: NA  
Drop: None (He Flees)

Although he's a wanted monster, this battle does not count towards the bounty so don't worry if you didn't check the posters yet. Not a difficult battle, once again attack at range (preferably from the side or behind), use herbs if necessary

+++++

After the battle take the drunk doctor back to save your friends life.

\*=====\*

|  |         |  |
|--|---------|--|
|  | INDIGOS |  |
|--|---------|--|

\*=====\*

After some scenes, you'll have Lieza and Paundit back in your party. Once you're ready head for the guild, the Guild Master (which is what I will be calling him from now on) has a job for you.

-----  
LOCATION: INDIGOS GUILD  
-----

Read the wanted posters, the talk to the Guild Master, once you accept, you will be sent out automatically to the location.

+++++

NAME: PHANTASM (Indigos - Alley)  
Level: 3  
Steal: NA -> Shell can cause him to drop an Herb  
Drop: None

NAME: ELEMENTAL (Indigos - Alley)  
Level: 3  
Steal: NA  
Drop: Nuru-Nuru

NAME: WITCH DOCTOR (Indigos - Alley)  
Level: 4  
Steal: NA -> Shell can cause him to drop a Black Powder  
Drop: Hard Nettle

\*Rare Drop >FIRE CURSE< is a battle specific drop during this battle.



Again this is not a difficult battle. Stay where you are and let the enemies come to you. Why? Because when you kill them, they respawn at the bottom of the screen, so by staying put, you prevent yourself from getting overwhelmed. The battle will only last 5-6 turns and will automatically end.

+++++

After the scene the lovely Shante will ask you for a generous contribution for her secret information. So it's off to make some money. But first, head back to the apartments to recruit one of my favourite characters.

-----  
LOCATION: SHU'S APARTMENT  
-----

We officially have our ninja/thief, so let's start some hunts and jobs. So head to the guild.

-----  
LOCATION: INDIGOS GUILD  
-----

The following jobs and hunts are available, however, not all at the same time. What I mean is, completing one will, at times, unlock another.

NOTE: When you complete a job that is required to unlock another job, you may notice that when going to the guild and collecting the bounty that the next job hasn't shown up. This can be remedied by leaving the town and re-entering.

Currently available JOBS are:

- [Job1] - INDIGOS SEWER RESEARCH
- [Job2] - INDIGOS JEWELRY ROBBERY
- [Job3] - BARNS' LOST DOG (Available after completing Job1)
- [Job4] - GHOST HOUSE RUIN TOWN (Available after completing Job1)

Currently Available WANTED MONSTERS are:

\*\*See NOTE 3 regarding the order of wanted monsters.

- [WM1] - AJU
- [WM2] - SHAMUS
- [WM3] - DOCSUN (Appears in Job2)

Make sure to read the Hoysler wanted monster poster NOW, so you can fight him later on in the walkthrough.

Job1 activates before WM1 and WM2; which are both in the sewers. I will list the Jobs first, followed by the Hunts.

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ Job1 INDIGOS SEWER RESEARCH ~~~~~

REWARD: 400G
MERITS: 2 Merits
JOB POSTED: Indigos
JOB LOCATION: Indigos Sewers
AVAILABLE: After Lieza rejoins in Indigos
WHEN TO COMPLETE: Before Leaving for Yagos Isle for the first time
BEST OUTCOME: Kill all enemies

+++++
NAME: GREEN SLIME x10 (Indigos - Sewer)

Level: 4
Steal: Herb
Drop: Herb

*Rare Drop >TEMPORARY SHOE< is a battle specific drop during ANY battle within the Indigos Sewers

Very easy battle, use area attack and spells to hit multiple slimes at once, then finish them off with single attacks, healing with Lieza when necessary.
+++++

Collect your bounty, rest up, and make sure you have Shu in your party for the next job.

~~~~~ Job2 INDIGOS JEWELRY ROBBERY (+ WM3 DOCSUN) ~~~~~

REWARD: 1000G  
MERITS: 4 Merits  
JOB POSTED: Indigos  
JOB LOCATION: Indigos Jewelry Store  
AVAILABLE: After Lieza rejoins in Indigos  
WHEN TO COMPLETE: Before Leaving for Yagos Isle for the first time  
BEST OUTCOME: Don't let any enemies escape with jewels (i.e. kill them all)

+++++  
NAME: DOCSUN (Indigos - Jewelry Store)  
Level: 10  
Steal: Ruby  
Drop: Paralysis Apple

NAME: STONE GOLEM x4 (Indigos - Jewelry Store)  
Level: 9  
Steal: Rue's Medicine  
Drop: Bomb

Very easy battle, Docsun doesn't move on his first turn, so you can actually block him off from even getting the jewel if you want [ i.e. on Shu's second turn he should be directly in front of docsun and on elc's second turn, he'll be beside Shu, therefore blocking him from getting the jewel]. Once you've blocked the exit, feel free to wait for the Stone Golems to come your way. They can attack from an angle so you won't be able to rely on counters. Don't forget to steal the rare >RUBY< from Docsun before killing him.

NOTE: Character/Item Development faq says something about Docsun's dropped item, however I obtained a paralysis apple every time I killed him:

- I didn't steal from him, I let him get the jewel, then killed him (x10)
- I didn't steal from him, I killed him before he stole the jewel (x10)
- Stole ruby from him, then killed him (x10)
- Stole ruby from him, let him get jewel, then killed him (x10)
- let him get the jewel, then stole ruby, then killed (x10)
- let him get the jewel, didn't steal, then killed (x10)

Total of 60 attempts WITH the unicorn horn and shell equipped  
+++++

Time for the next job.

~~~~~ Job3 BARNS' LOST DOG ~~~~~

REWARD: 800G
MERITS: 3 Merits
JOB POSTED: Indigos
JOB LOCATION: Indigos Sewers
AVAILABLE: After completing "Indigos Sewer Research"

WHEN TO COMPLETE: Before Leaving for Yagos Isle for the first time
BEST OUTCOME: Kill all enemies

+++++
NAME: GHOUL (Indigos - Sewer)
Level: 11
Steal: Paralysis Apple
Drop: Rue's Medicine

NAME: ZOMBIE x4 (Indigos - Sewer)
Level: 10
Steal: Poison
Drop: Antidote Nut

*Rare Drop >TEMPORARY SHOE< is a battle specific drop during ANY battle within the Indigos Sewers

Don't worry, the enemies will completely ignore the dog and come straight for you. Try not to bunch up, since they have a paralysis and poison attack that can hit multiple members. Using Paundit's cold breath can reduce their agility. To make things easier, attack from the side's or behind.

+++++

Last job...

~~~~~ Job4 GHOST HOUSE RUIN TOWN ~~~~~

REWARD: 600G  
MERITS: 2 Merits  
JOB POSTED: Indigos  
JOB LOCATION: Ruin Town House 2F  
AVAILABLE: After completing "Indigos Sewer Research"  
WHEN TO COMPLETE: Before Leaving for Yagos Isle for the first time  
BEST OUTCOME: Kill all enemies THEN kill Baldol

+++++  
NAME: BALDOL (Ruin Town - House 2F)  
Level: 8  
Steal: Cheer Nettle  
Drop: None

NAME: ELEMENTAL x4 (Ruin Town - House 2F)  
Level: 7  
Steal: Herb  
Drop: Nuru-Nuru

\*Rare Drop >GLADIUS< is a battle specific drop during ANY battle in Ruin Town House 2F.

The elemental are more of a threat than baldol, so be sure to take them out ASAP. Paundit should make short work of them with Cold Breath. Stay healed and be sure to kill off Baldol last. Overall, this is not a difficult fight.

+++++

Ok after getting the bounty from those jobs, you most likely have enough for Shante, however, I recommend hunting down the wanted monsters since one of them has a nice weapon to steal.

\*\*\*\*\*  
\*\*\*\*\* WANTED MONSTERS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ WM1 AJU ~~~~~

REWARD: 270G

MERITS: 1 Merits
HUNT POSTED: Indigos
HUNT LOCATION: Indigos Sewers
AVAILABLE: After Lieza rejoins in Indigos (MAY appear in Job1 or Job3)

+++++
NAME: AJU (Indigos - Sewer)
Level: 6
Steal: Power Jelly
Drop: Herb

NAME: GIANT BAT x4 (Indigos - Sewer)
Level: 3
Steal: Speed Bottle
Drop: Herb

NAME: GREEN SLIME x2 (Indigos - Sewer)
Level: 4
Steal: Herb
Drop: Herb

*Rare Drop >TEMPORARY SHOE< is a battle specific drop during ANY battle within the Indigos Sewers

If you completed the jobs first and Aju didn't appear in the jobs above then this hunt will be very very easy. You should already be at a higher level than the enemies so just "go to town" on them (i.e. kill them).

+++++

Next up ...

~~~~~ WM2 SHAMUS ~~~~~

REWARD: 450G  
MERITS: 1 Merits  
HUNT POSTED: Indigos  
HUNT LOCATION: Indigos Sewers  
AVAILABLE: After Lieza joins in Indigos

+++++  
NAME: SHAMUS (Indigos - Sewer)  
Level: 10  
Steal: GroundKnife  
Drop: Antidote Nut

NAME: GIANT BAT x4 (Indigos - Sewer)  
Level: 3  
Steal: Speed Bottle  
Drop: Herb

NAME: GREEN SLIME x2 (Indigos - Sewer)  
Level: 4  
Steal: Herb  
Drop: Herb

\*Rare Drop >TEMPORARY SHOE< is a battle specific drop during ANY battle within the Indigos Sewers

Slightly more challenging than Aju's battle. He can poison a group and he'll throw shoes at you, other than that, he's really not a threat. The main reason why we're here is to steal the >GROUNDKNIFE<, so make sure to get it before he dies.

+++++

Finally ...

~~~~~ WM3 DOCSUN ~~~~~

REWARD: 450G
MERITS: 2 Merits
HUNT POSTED: Indigos
HUNT LOCATION: Indigos Jewelry Store
AVAILABLE: After Lieza joins in Indigos

+++++
NAME: DOCSUN (Indigos - Jewelry Store)
Level: 10
Steal: Ruby
Drop: Paralysis Apple

NAME: STONE GOLEM x4 (Indigos - Jewelry Store)
Level: 9
Steal: Rue's Medicine
Drop: Bomb

This was already listed in the job above, however since the reward and merit points are separate from the Job, I'm listing it in the wanted monsters section.

+++++

Now that we've completed the jobs and hunts for this portion of the game, it's time to rest up, save, and head for the bar.

LOCATION: INDIGOS BAR

Talk to the bartender, and afterwards head back to Shu's apartment. After resting till night, return to the bar.

+++++
NAME: GULNAG (Indigos Bar)
Level: 12
Steal: Spirit Seed
Drop: None

NAME: ROBBER x4 (Indigos Bar)
Level: 10
Steal: None
Drop: Cheer Nettle

*Rare Drop >EARTH CURSE< is a battle specific drop in Indigos Bar

Ok so I found this to be the first semi-challenging battle, mostly because the robbers can charge, and although they waste a turn doing so, if the string together a combo from behind, they can easily kill of someone like Lieza or Paundit. I recommend keeping your party close together so you can heal multiple people with Lieza. Remember that holding down the R1 button and moving the analog/d-pad will allow you to change the direction you face.

+++++

After some scenes, head for Prodias

=====

| | | |
|--|---------|---------|
| | PRODIAS | <C9004> |
|--|---------|---------|

=====

We've finally arrived back in Prodias. There are a few things to take note of:

-Upgraded Item Shop

-Smith Shop
-Wanted Monsters

First, the shops, there are 2 of them, one has a short list of items that can also be found in Indigos, the other has some updated material. Although in this game, updated shops don't mean much sadly. Feel free to browse though.

SMITH SHOP -----

Ok this is a pretty cool aspect of the game, it serves a much more important role later on, but you can still do some things here if you want. For now the shop has the following options:

Judge Item
Raise Item Level

Refer to NOTE 6 on how to use the Smith Shop.

NOTE: Once you obtain a strengthen fruit (Shante's default equipment), you can add the "+HP on level up" ability. I gave this to Lieza, so on every level up she will gain +1 more HP then she would normally.

Once you've done all you want at the smith shop, it's time to complete some hunts. So head for the Guild.

----- LOCATION: PRODIAS GUILD -----

[WM4] - GOLZA
[WM5] - BOOSEE

These are the only two you can do for now, but obviously you should read all the available posters.

Let's Do This!

***** WANTED MONSTERS *****

~~~~~ WM4 GOLZA ~~~~~

REWARD: 540G  
MERITS: 1 Merits  
HUNT POSTED: Prodias  
HUNT LOCATION: Ruin Town House 2F  
AVAILABLE: Technically from start of the game

+++++  
NAME: GOLZA (Ruin Town House 2F)  
Level: 12  
Steal: Jump Nettle  
Drop: Cheer Nettle

NAME: ELEMENTAL x3 (Ruin Town House 2F)  
Level: 8  
Steal: Herb  
Drop: Nuru-Nuru

NAME: SKELETON x3 (Ruin Town House 2F)  
Level: 6  
Steal: Jump Nettle  
Drop: Cheer Nettle

\*Rare Drop >GLADIUS< is a battle specific drop during ANY battle on the second floor of Ruin Town House

This is not a very tough battle. By this point you'll likely be at or above Golza's level. I recommend trying to kill off all the enemies before Golza, that way you have an increased chance of obtaining the rare. Other than that no real strategy is needed for this battle.

+++++

Ok for the next Hunt, I recommend leveling a bit. Have all party members AT LEAST level 12 to make things easier. Boosee can hit pretty hard, and the enemies in the wasteland are higher level than any random enemy you've fought thus far. The Roc enemies are pretty fast and will likely move before your party.

~~~~~ WM5 BOOSEE ~~~~~

REWARD: 1350G

MERITS: 3 Merits

HUNT POSTED: Prodias

HUNT LOCATION: Wastelands

AVAILABLE: After returning to Prodias for first time since start of game.

+++++

NAME: BOOSEE (Wastelands)

Level: 30!!

Steal: Power Jelly

Drop: Scorpion

NAME: ROC x4 (Wastelands)

Level: 11

Steal: Neba-Neba

Drop: Speed Bottle

NAME: WIND DEVIL x2 (Wastelands)

Level: 12

Steal: Speed Bottle

Drop: Magic Apple

*Rare Drop >SHORT POLE< is a battle specific drop during ANY battle in the Wastelands

NOTE: BOOSEE is hard to make appear, so set up your fighters and move the first person (probably Shu) down and choose to exit, then re-enter and try again, it gets VERY annoying.

Level 30!! Ya and he's strong too. Not to mention the Roc and Wind Devil's damage is not something to ignore, they can hit pretty hard as well. So that's why I recommend leveling before hand, the last thing you want is to spend 20-30 minutes trying to get him to appear only to be killed, so take my advice and make sure you are ready.

Take every chance you have to hit 2 enemies at the same time (Lieza's Groundknife, and Elc's Spear), keep Lieza safe, so she can heal also. Also cast power loss with her and hope it hits most of the enemies, and Paundit cold breath to reduce their agility. With enough level under your belt, you should emerge victorious.

+++++

Once those are done, you are pretty much done with Prodias for the time being, so rest up, save and leave town. Head for that nifty looking airship.

LOCATION: HEIN PORT

ITEMS: TICKET

After the scene talk to Lynx and he's give you the >TICKET<. Before moving on, I recommend un-equipping Shu with the Unicorn Horn or Shell if he has it equipped (Note: see NOTE 1 about these items).

Once you've got that, head for the Ceremony Pavilion just south of Prodias.

LOCATION: CEREMONY PAVILION

Just watch all the lengthy scenes, and you eventually land in

```
<>=====//-----//=====<>
//              YAGOS ISLE          //
<>=====//-----//=====<>
```

```
*=====*
|              YUDO VILLAGE              <C9005>|
*=====*
\ ITEMS /      REVENGE BANDANA      SMALL SWORD      SENIOR BANDANNA      /
*=====*
```

LOCATION: VILMER'S HOUSE

Once you wake up leave Vilmer's house and scope out the town. In the south portion of town there are 3 places to note

- Native's Hut (upper left building - above shop)
- Native's Hut (upper right building)
- Shop (lady on a blanket - lower left area)

LOCATION: NATIVE'S HUT (UPPER LEFT)

ITEMS: REVENGE BANDANA

If you enter this hut you'll notice the chest is behind a bunch of baskets, so the obvious RPG solution is to take the secret back entrance, so exit out, head around and down into the hidden back door. Pick up the >REVENGE BANDANA< from the chest and equip on Elc or Shu, it's counter ability is ridiculously high.

LOCATION: NATIVE'S HUT (UPPER RIGHT)

ITEMS: SMALL SWORD, SENIOR BANDANA (HIDDEN)

Once here, head down the stair and open the chest for a >SMALL SWORD<, then head to the south-west corner of this room and head west into the hidden passage. Maneuver yourself around until you make it to the other side to grab the chest containing a >SENIOR BANDANA<.

As for the shop, pick up some blood herbs (+30 HP recovery).

That's all there really is here, so head back to Vilmer's Place and head to his basement, then north into his lab, there should be a scene. (Note: if the scene doesn't occur, try leaving the village and re-entering).

After the scene, it seems our next destination is the sealed ruins to the

east, so rest up, and save first, then head out.

Head east to the Sealed Ruins (ignore the combine shop for now, since we can't combine anything).

```
*=====*
|                SEALED RUINS - YAGOS ISLE                <C9006>|
*=====*
\ ITEMS /      DEFENDER                                     /
*=====*
```

Since Shu is not with us, we can't steal from enemies, thus items listed as the "steal" item will be written in brackets, this indicates that I came back to steal at a later time. I reference this above in NOTE 2.

LOCATION: SEALED RUINS FLOOR 1
ITEMS: DEFENDER

There are 2 battles on floor 1. The following formation is repeated.

+++++
NAME: GIANT BAT x2 (Sealed Ruins - Yagos Isle)
Level: 10
Steal: (Speed Bottle)
Drop: Herb

NAME: MUMMY (Sealed Ruins - Yagos Isle)
Level: 12
Steal: (Tem's Grass)
Drop: Nuru-Nuru

*Rare Drop >NEUTRINO BLADE< is a battle specific drop during ANY battle on floors 1, 2, and 3 of the sealed ruins - yagos isle.

Very easy battle, just beat them and move on.

+++++

After this battle, head to the northeast portion of the map and open the chest for a >DEFENDER<

LOCATION: SEALED RUINS FLOOR 2
ITEMS: NONE

+++++
NAME: VAMPIRE BAT x2 (Sealed Ruins - Yagos Isle)
Level: 11
Steal: (Speed Bottle)
Drop: Herb

NAME: MUMMY x2 (Sealed Ruins - Yagos Isle)
Level: 12
Steal: (Tem's Grass)
Drop: Nuru-Nuru

*Rare Drop >NEUTRINO BLADE< is a battle specific drop during ANY battle on floors 1,2, and 3 of the sealed ruins - yagos isle.

Still an easy battle, just beat them and move on.

+++++

LOCATION: SEALED RUINS FLOOR 3

ITEMS: NONE

A scene automatically takes place on this floor, and when it's done, we have saved Lia (Yaaay!) and we'll be back in Yudo Village.

=====

| |
|--------------|
| YUDO VILLAGE |
|--------------|

=====

So apparently saving his granddaughter is not enough for him to fix our airship, however, picking up some scrap metal stuck in concrete is right up his ally, so we're heading back, BUT before we go, rest up in Vilmer's house a COUPLE TIMES to see some of Elc's dreams.

Once that's done, save, buy some more Blood Herbs if you need to, and head back to the sealed ruins.

=====

| | | |
|---------------------------------------|--|---------|
| SEALED RUINS - YAGOS ISLE (REVISITED) | | <C9007> |
|---------------------------------------|--|---------|

=====

| | | | | |
|-----------|-----------------|---------------|------------------|---|
| \ ITEMS / | RECO'S GRASS | MAGIC FRUIT | FULL POWER FRUIT | / |
| / | \ DAGGER +0 | CURE-ALL | REVIVAL DUST | \ |
| \ | / RECOVER FRUIT | POWER UNIT 00 | | / |

=====

Floors 1 and 2 have to be fought again. If you didn't grab the Defender on the first floor earlier, grab it now. The rare drop on these floors are still available (yes even if you've already gotten it).

LOCATION: SEALED RUINS FLOOR 3
ITEMS: NONE

A scene occurs hear again. The robot in the wall introduces himself as Diekbeck and asks you to get him his Power Unit, which can be found further into the ruins. So off we go.

LOCATION: SEALED RUINS FLOOR 4
ITEMS: NONE

This floor has a Healing Point. XD

LOCATION: SEALED RUINS FLOOR 5
ITEMS: RECO'S GRASS, DAGGER+0

+++++

NAME: VAMPIRE BAT x2 (Sealed Ruins - Yagos Isle)
Level: 12
Steal: (Speed Bottle)
Drop: Herb

NAME: SKELETON x2 (Sealed Ruins - Yagos Isle)
Level: 13
Steal: (Jump Nettle)
Drop: Cheer Nettle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during ANY battle on floors 5,6,7 and 8 of the sealed ruins - yagos isle.

Still an easy battle, you'll easily kill the bats before the skeletons even

get close.

+++++

After defeating the enemies, head to the west portion of the map to open the chest containing a >RECO'S GRASS<, then over to the east portion of the map to collect the >DAGGER+0< from that chest.

LOCATION: SEALED RUINS FLOOR 6
ITEMS: RECOVER FRUIT

Head southeast to engage the next battle

+++++

NAME: VAMPIRE BAT x2 (Sealed Ruins - Yagos Isle)
Level: 12
Steal: (Speed Bottle)
Drop: Herb

NAME: SKELETON x2 (Sealed Ruins - Yagos Isle)
Level: 13
Steal: (Jump Nettle)
Drop: Cheer Nettle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during ANY battle on floors 5,6,7 and 8 of the sealed ruins - yagos isle.

Again an easy battle, just mop them up, and remember the healing point back on floor 4 if you need it before taking on the remaining 2 floors.

+++++

After the battle, head as far south as you can and open the chest containing a >RECOVER FRUIT<, then head east to the next floor.

LOCATION: SEALED RUINS FLOOR 7
ITEMS: MAGIC APPLE, CURE-ALL

*I suggest reading ahead for the information regarding this floor.

First battle:

+++++

NAME: VAMPIRE BAT x4 (Sealed Ruins- Yagos Isle)
Level: 12
Steal: (Speed Bottle)
Drop: Herb

NAME: SKELETON x2 (Sealed Ruins - Yagos Isle)
Level: 13
Steal: (Jump Nettle)
Drop: Cheer Nettle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during ANY battle on floors 5,6,7 and 8 of the sealed ruins - yagos isle.

Again an easy battle, send 2 character west, and 2 east.

+++++

After that battle, a path opens up. Head north to the intersection. You'll notice a bunch of stone gargoyle statues; you have 2 choices, you can either fight them or not. If you don't want to fight them, then go towards the 2 statues in front of the 2 chests, and talk to both of them, you will be given

an option to "PUSH A SWITCH", do so twice for each of the 2 statues, so that their backs are facing the chests. Now pick up the chests containing a >MAGIC APPLE< (west) and a >CURE-ALL< (east).

If you want to fight the battle, then pick up either chest WITHOUT turning the gargoyles statues, and once you head to the intersection the battle will start.

Second Battle:

+++++
NAME: RUIN RAVENS (GARGOYLES) x5 (Sealed Ruins - Yagos Isle)
Level: 14
Steal: (Cheer Nettle)
Drop: Speed Bottle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during ANY battle on floors 5,6,7 and 8 of the sealed ruins - yagos isle.

This can be a somewhat challenging battle. It's recommended that if you do decide to fight this, or you forgot to read ahead when I mentioned it above, then you should heal up on floor 4 before going to the last floor.

If you still have Elc with a spear, the stick him in the center of the intersection so he can hit both gargoyles to the south at once. Keep Lieza and Paundit on either side of Elc (right next to him) so you can heal all 3 with Lieza if needed.

+++++

Make sure you've collected both chests before moving on.

LOCATION: SEALED RUINS FLOOR 8
ITEMS: POWER UNIT 00, FULL POWER FRUIT, REVIVAL DUST

Head north to engage the final battle of the Ruins

+++++
NAME: SEAL GUARD x2 (Sealed Ruins - Yagos Isle)
Level: 12
Steal: NA (Don't reappear on future visits)
Drop: Magic Apple

NAME: GARGOYLE x4 (Sealed Ruins - Yagos Isle)
Level: 13
Steal: (Cheer Nettle)
Drop: Speed Bottle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during ANY battle on floors 5,6,7 and 8 of the sealed ruins - yagos isle.

Paundit should have strike power, so start by casting that on all members, you can also cast retaliation with Elc, to help counter the enemies' attacks. Again keep everyone close so Lieza can heal. If you can hit more than 1 gargoyle with Paundits Cold breath, then do so, especially if they casted speed up on themselves. Overall, it's not too difficult of a battle.

+++++

Once you're done, pick up the >POWER UNIT 00< to the north, then grab the >FULL POWER FRUIT< to the west, and >REVIVAL DUST< to the east.

Now head back to Diekbeck, give him the power unit, and after the scene you'll be back in Yudo Village.

After the conversation go take a nap, this will be followed by some long

If you want to capture the Ninja in the next battle, I recommend un-equipping Elc with the Revenge bandana, so he doesn't accidentally kill him.

```

+++++
NAME: NINJA x2 (Yudo Village - Vilmer's Lab)
Level: 17
Steal: NA -> Shell can cause him to drop an HERB
Drop: Bomb

```

*Rare Drop >RAGE PROTECT DUST< is a battle specific drop during this battle.

Hopefully you un-equipped Elc with the Revenge Bandana so he doesn't accidentally kill the ninja, and toss a speed bottle on lieza to increase the amount of turns she gets. Have Elc and Paundit kill off the Kobolds ASAP to reduce damage and give Lieza more time to capture the ninja.

After the battle, some scenes will occur. Once you are ready, rest up, save, and leave the village. Take your Airship (to the north) and leave this island.

Yup we're back :)

```

=====
|                                INDIGOS                                <C9008>|
=====
\ ITEMS /      SLASHER      /
=====

```

In the middle of the night Shante will be wandering around your sleeping

quarters (odd?). She'll tell you to meet her in the bar. When you gain control, check the south part of the bed where Lieza was sleeping to find a >SLASHER<.

**Since returning from Yagos Isle, new jobs and hunts are available at Prodias and Indigos Guilds. You can do them now, but I will be waiting until we get Shu back for the steals, don't worry you'll still be able to complete all the current jobs and hunts even after getting Shu back. However, you MUST read the SLASHER poster now since the battle will occur during the story. So in Indigos Guild check the TOP RIGHT poster, that is the Slasher one.

LOCATION: INDIGOS GUILD

[WM6] - THE SLASHER

Once you're ready, (Re-Equip Elc with the Revenge Bandana if you unequipped it earlier) head for the bar and talk with Shante, then head back to Shu's Apartment, where a scene will take place, followed by a battle.

LOCATION: SHU'S APARTMENT

+++++
NAME: GINIE (SLASHER) (Shu's Apartment - Indigos)
Level: 18
Steal: NA
Drop: None (flees)

NAME: WITCH DOCTOR x2 (Shu's Apartment - Indigos)
Level: 17
Steal: NA
Drop: Hard Nettle

NAME: ORC x2 (Shu's Apartment - Indigos)
Level: 17
Steal: NA
Drop: Herb

*Rare Drop >EARTH CHARM< is a battle specific drop during this battle.

Note: this is NOT the battle required for the hunt.

This battle is not very difficult. Buff yourself with power strike and consider tossing a speed bottle or two to get an advantage. I believe knocking down Ginie HP will end the battle, so if you're having trouble with the other enemies you can just gang up on him. If you were able to capture a ninja from the last battle, then you shouldn't have any trouble here.

+++++

After the battle meet up with Shante at the bar. If you are ready to go, then tell her, if not then go get prepared and come back. She will take you to our next destination.

=====

| | | |
|-----------|------------------|--------------|
| | GALLARNO'S HOUSE | <C9009> |
| *=====* | | |
| \ ITEMS / | GAUZE WRAP +1 | LONG SWORD / |
| *=====* | | |

LOCATION: GALLARNO'S HOUSE - FRONT HALL

+++++
NAME: BLOOD FIEND (Gallarno's House - Front Hall)
Level: 19
Steal: NA
Drop: Neba-Neba

NAME: NECROMANCER x2 (Gallarno's House - Front Hall)
Level: 18
Steal: NA
Drop: Magic Apple

NAME: ROBBER x2 (Gallarno's House - Front Hall)
Level: 17
Steal: NA
Drop: Cheer Nettle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during the fights in Front Hall, Left Hallway (both upper rooms), and Right Hallway (both upper rooms).

Go after the blood fiend first since he can hit multiple members with his t-shaped attack, then the necromancer since he can drain your MP, and finally the robber who by this point should be easy to handle.

+++++
After the battle there will be a short scene where Shante will inform you that you need to find a key.

Head left to the next screen and ignore the 2 northern doors as they only lead to battles. Instead head south. In this room open the chest containing >GAUZE WRAP +1<. Then head back to where Shante was and take the right hallway. Ignore the north doors for now and head south into that room. Open the chest in here containing a >LONG SWORD<. Now head back up and take the north door to the far right for a battle.

LOCATION: GALLARNO'S HOUSE - FAR RIGHT ROOM

+++++
NAME: NECROMANCER (Gallarno's House - Front Hall)
Level: 18
Steal: NA
Drop: Magic Apple

NAME: ROBBER x2 (Gallarno's House - Front Hall)
Level: 17
Steal: NA
Drop: Cheer Nettle

*Rare Drop >EARTHLONG SWORD< is a battle specific drop during the fights in Front Hall, Left Hallway (both upper rooms), and Right Hallway (both upper rooms).

Easier than the last battle. Go for the necromancer first so he doesn't reduce your MP for the boss fight.

+++++
Now that you have the key, heal up with herbs to full HP as you will be facing 2 battles in a row. Head back to the front hall and enter ...

LOCATION: MAIN AUDITORIUM

After some scenes,

~~~~~ WM6 THE SLASHER ~~~~~

REWARD: 1500G  
MERITS: 4  
HUNT POSTED: Indigos  
HUNT LOCATION: Gallarno's House  
AVAILABLE: After returning from Yagos Isle for the first time  
WHEN TO COMPLETE: During a story battle

+++++  
NAME: GINIE (THE SLASHER) (Gallarno's House - Main Auditorium)  
Level: 21  
Steal: NA  
Drop: None

NAME: HOBGOBLIN x4 (Gallarno's House - Main Auditorium)  
Level: 20  
Steal: NA  
Drop: Herb

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in this battle.

This is the harder of the 2 battles. You can actually coax some of the enemies to one side of the table by moving a character one that side for 1 turn (not too far though), then have them move towards the other side, and the enemies that went for the bait, will actually take the long way around the table, giving you extra time to fight off less enemies. Buff yourself with magic and items, and let the enemies come to you.

+++++

Some more scenes,

+++++  
NAME: GALLARNO (Gallarno's House - Main Auditorium)  
Level: 22  
Steal: Tem's Grass  
Drop: None

NAME: HOBGOBLIN x4 (Gallarno's House - Main Auditorium)  
Level: 20  
Steal: Cheer Nettle  
Drop: Herb

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in this battle AGAIN (yes you can get 2).

Way easier than the last battle. You have Shu and Shante join for this battle. Gallarno himself is extremely weak, and you could potentially kill him within 1-2 turns, thus ending the battle early. Not a difficult battle now that you have 5 members.

+++++

So word has it that White House is in Salba Desert in West Aldia, but before we do that, let's do those jobs and hunts now that we have our Shu back XD.

-----  
LOCATION: INDIGOS AND PRODIAS GUILDS  
-----

We'll be jumping back and forth here.

The following Jobs are available:

[Job5] - WEIRD SEWER SOUNDS



[Job6] - INDIGOS WHISKEY DELIVERY  
[Job7] - SEARCH FOR MISSING CHILD  
[Job8] - DOLL COLLECTOR IN RUINS  
[Job9] - DANGEROUS TYPES IN RUINS  
[Job10] - 3AM PIANO AT THE BAR  
[Job11] - MONSTERS IN VACANT HOUSE  
[Job12] - PROTECT HOUSE FROM BURGLARY  
[Job13] - ROBBER'S REVENGE

The following Hunts are available:

[WM7] - LELAND  
[WM8] - MENAN  
[WM9] - TIANUS  
[WM10] - HOYSLER - Not available right now  
[WM11] - BALZACK - Not available right now

Alright, let's get started.

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ Job5 WEIRD SEWER SOUNDS ~~~~~

REWARD: 1200G
MERITS: 6
JOB POSTED: Indigos
JOB LOCATION: Indigos Sewers
AVAILABLE: After Returning from Yagos Isle for the first time
WHEN TO COMPLETE: Before going to Salba Desert for the first time
BEST OUTCOME: Defeat all enemies with no ally casualties

+++++
NAME: PIERS BERONICA (Indigos Sewers)
Level: 18
Steal: Herb
Drop: None

NAME: SKELETON x4 (Indigos Sewers)
Level: 17
Steal: Jump Nettle
Drop: Cheer Nettle

At this point in the game, this battle should be very easy. You do start off somewhat surrounded but it's still not difficult.

+++++

Next Job

~~~~~ Job6 INDIGOS WHISKEY DELIVERY ~~~~~

REWARD: 1000G  
MERITS: 3  
JOB POSTED: Prodias  
JOB LOCATION: Prodias Bar(talk to bartender) then go to Indigos Bar  
AVAILABLE: After returning from Yagos Isle for the first time  
WHEN TO COMPLETE: Before going to Salba Desert for the first time  
BEST OUTCOME: Defeat all monsters

+++++  
NAME: FIGHTER x3 (Indigos Street)  
Level: 22  
Steal: Cheer Nettle  
Drop: Herb

NAME: MIGHTY FLY x2 (Indigos Street)  
Level: 22  
Steal: Herb  
Drop: Herb

Not difficult, but the fighters can use charge which can kill a low HP ally, so take them out first.

+++++

Next Job

~~~~~ Job7 SEARCH FOR MISSING CHILD ~~~~~

REWARD: 800G
MERITS: 2
JOB POSTED: Prodias
JOB LOCATION: Prodias
AVAILABLE: After returning from Yagos Isle for the first time
WHEN TO COMPLETE: Before going to Salba Desert for the first time
BEST OUTCOME: Find Child on first try

Talk to the man in Prodias bar, he's near what looks like a phone both on the right side. He'll show you a picture of his kid. There are a lot of kids that look like him, so to get the best result just head for Elc's apartment, and check the right side of the hallway (before entering rooms), he's there. Take him back to receive the reward.

Next Job

~~~~~ Job8 DOLL COLLECTOR IN RUINS ~~~~~

REWARD: 1200G  
MERITS: 6  
JOB POSTED: Indigos  
JOB LOCATION: Ruin Town House 2F  
AVAILABLE: After Completing Job5 "Weird Sewer Sounds"  
WHEN TO COMPLETE: Before going to Salba Desert for the first time  
BEST OUTCOME: Defeat all Monsters and Keep Piers Beronica Alive

Head for the ruins. In the first room, there will be a little puzzle, mess around with it until you're able to go up the stairs (there is no penalty for messing up, just use the 'restart' option in the menu).

+++++

NAME: SOUL FLAME x4 (Ruin Town House 2F)  
Level: 17  
Steal: Recover Fruit  
Drop: Tem's Grass

\*Rare Drop >GLADIUS< is a battle specific drop during ANY battle on the second floor of Ruin Town House

Ok so Piers is a spectator in this fight, all we have to do is take out the soul flames. They have the ability to cast death, but they've never done so in my playthroughs. Nevertheless, take them out quick. Shante's Silent could help as well.

+++++

After the battle, talk to the doll in the upper right corner for some cuteness XD.

Alright next job

~~~~~ Job9 DANGEROUS TYPES IN RUINS ~~~~~

REWARD: 1300G
MERITS: 6
JOB POSTED: Indigos
JOB LOCATION: Ruin Town Street
AVAILABLE: After completing Job8 "Doll Collector in Ruins"
WHEN TO COMPLETE: Before going to Salba desert for the first time
BEST OUTCOME: Defeat Piers Beronica

Elc's choices don't matter so pick whatever you want.

+++++

NAME: PIERS BERONICA (Ruin Town Streets)
Level: 18
Steal: Spirit Seed
Drop: None

NAME: ROBBER (Ruin Town Streets)
Level: 17
Steal: None
Drop: Cheer Nettle

NAME: FIGHTER (Ruin Town Streets)
Level: 16
Steal: Cheer Nettle
Drop: Herb

*Rare Drop >SCIMITAR< is a battle specific drop during ANY battle in Ruin Town Streets.

Feel free to kill Piers first, as it will end the entire battle and does not affect the outcome. With 5 members this battle really is no contest, even at lower levels.

+++++

Next job

~~~~~ Job10 3AM PIANO AT THE BAR ~~~~~

REWARD: 3000G + RAPIER  
MERITS: 5  
JOB POSTED: Indigos  
JOB LOCATION: Indigos Bar (talk to bartender)  
AVAILABLE: After Gallarno's House Events  
WHEN TO COMPLETE: Before going to Salba Desert for the first time  
BEST OUTCOME: Defeat all Monsters

+++++

NAME: DEMI MONK (Indigos Bar)  
Level: 21  
Steal: Herb  
Drop: Antidote Nut

NAME: BARBARIAN  
Level: 20  
Steal: Cheer Nettle  
Drop: Ax

\*Rare Drop >EARTH CURSE< is a battle specific drop in Indigos Bar.

Not a difficult battle, the Demi Monk can poison multiple enemies, and the Barbarian, like the other enemies in his class, can use charge. Use spells

that hit multiple enemies and toss Elc into the fray so he can counter everyone.

+++++

After this battle, switch to Shante (R2 button) and go back into the bar to talk to the bartender, then exit the bar and go back in again. The little boy you met in the middle of the night playing the piano should be standing against the east wall near the bar. Talk to him and he'll give you a >RAPIER<.

Next Job (getting tired yet? XD)

~~~~~ Job11 MONSTERS IN VACANT HOUSE ~~~~~

REWARD: 2000G
MERITS: 4
JOB POSTED: Prodias
JOB LOCATION: Vacant House (Gallarno's House)
AVAILABLE: After Gallarno's House Events
WHEN TO COMPLETE: Before going to Salba Desert for the first time
BEST OUTCOME: Defeat all monsters without going back to heal via Mrs. Dex (you can still heal with herbs and stuff)

Alright so we've got 6 Battle to take care of here, are you ready?

Note: From what I was able to tell after many tries, the rare drops that were present before are not here during the next 3 jobs, however after the next 3 jobs I was able to obtain the Earthlong sword in the hallway battles again.

Here are the following enemy formations

GHOUL X3, VAMPIRE BAT X2 - VACANT HOUSE - FRONT HALL
GHOUL X3, VAMPIRE BAT X2 - VACANT HOUSE - LEFT HALLWAY EAST DOOR
GHOUL X2, VAMPIRE BAT X3 - VACANT HOUSE - LEFT HALLWAY WEST DOOR
GHOUL X2, VAMPIRE BAT X3 - VACANT HOUSE - RIGHT HALLWAY WEST DOOR
GHOUL X3, VAMPIRE BAT X2 - VACANT HOUSE - RIGHT HALLWAY EAST DOOR
GHOUL X5 - VACANT HOUSE - MAIN AUDITORIUM

+++++

NAME: GHOUL
Level: 20
Steal: Paralysis Apple
Drop: Rue's Medicine

NAME: VAMPIRE BAT
Level: 20
Steal: Speed Bottle
Drop: Herb

These are the only 2 enemies you will face during this job, and neither are a threat, so just pummel them and move on.

+++++

2 Jobs to go ...

~~~~~ Job12 PROTECT THE HOUSE FROM BURGLARY ~~~~~

REWARD: 2000G  
MERITS: 4  
JOB POSTED: Prodias  
JOB LOCATION: Mr. Dex's House (Gallarno's House)  
AVAILABLE: After completing Job11 "Monsters in Vacant House"  
WHEN TO COMPLETE: Before going to Salba Desert for the first time  
BEST OUTCOME: Defeat all monsters in the 4 rooms

Here are the following enemy formations

WEREWOLF X3, DOLL MASTER X2 - VACANT HOUSE - LEFT HALLWAY EAST DOOR  
WEREWOLF X2, DOLL MASTER X3 - VACANT HOUSE - LEFT HALLWAY WEST DOOR  
WEREWOLF X2, DOLL MASTER X3 - VACANT HOUSE - RIGHT HALLWAY WEST DOOR  
WEREWOLF X3, DOLL MASTER X2 - VACANT HOUSE - RIGHT HALLWAY EAST DOOR

++++  
NAME: WEREWOLF  
Level: 21  
Steal: Herb  
Drop: Rad's Nut

NAME: DOLL MASTER  
Level: 21  
Steal: Refreshing Grass  
Drop: Paralysis Apple

Really it's your choice who you want to go after first. The Werewolf can hit reasonably hard, but surprisingly so can the Doll Master, the doll master can also steal your MP. Personally I'd take out whichever enemy is fewer in numbers, so it will change by room. Keep everyone together so you can heal. With Shu on you team now, speed up is pretty much a given for every battle.  
++++

Last Job!!!

~~~~~ Job13 ROBBER'S REVENGE ~~~~~

REWARD: 4000G
MERITS: 4
JOB POSTED: Prodias
JOB LOCATION: Mr. Dex House (Gallarno's House)
AVAILABLE: After completing Job12 "Protect House from Burglary"
WHEN TO COMPLETE: Before going to Salba Desert for the first time
BEST OUTCOME: Defeat all monsters

Let's Head back to Dex's house, but this time it's only 1 fight.

++++
NAME: KOBOLD (Dex's House - Front Hall)
Level: 21
Steal: Herb
Drop: Herb

NAME: MAD PUPPETEER (Dex's House - Front Hall)
Level: 21
Steal: Tem's Grass
Drop: Nuru-Nuru

NAME: WEREWOLF X2 (Dex's House - Front Hall)
Level: 21
Steal: Herb
Drop: Rad's Nut

NAME: DOLL MASTER X2 (Dex's House - Front Hall)
Level: 21
Steal: Refreshing Grass
Drop: Paralysis Apple

Ok so the this is definitely the toughest battle you've faced in Dex's House. Whereas for the other battles, you most likely just rushed the enemies and killed them quickly, you should definitely spend your first turn casting buffs on your party. Speed Up, Strike Power, Charge, etc. Also if you're using Paundit try to get multiple enemies in range of his cold breath, it's possible you may have it at level 2, and thus can hit even more enemies. Since this is

just one battle, and since the Doll Masters can steal you MP, you might as well go all out.
+++++

After the battle, you've finally finished the jobs for the time being, and we can move on to monster hunts, of which there are only 3.

***** WANTED MONSTERS *****

~~~~~ WM7 LELAND ~~~~~

REWARD: 990G  
MERITS: 2  
HUNT POSTED: Prodias  
HUNT LOCATION: Ruin Town Streets  
AVAILABLE: After returning from Yagos Isle for the first time  
WHEN TO COMPLETE: Before going to Salba Desert for the first time

Head for Ruin Town when ready.

+++++  
NAME: LELAND (Ruin Town Streets)  
Level: 22  
Steal: Cheer Nettle  
Drop: Cheer Nettle

NAME: FIGHTER X2 (Ruin Town Streets)  
Level: 8  
Steal: Cheer Nettle  
Drop: Herb

NAME: ROBBER X3 (Ruin Town Streets)  
Level: 6  
Steal: None  
Drop: Cheer Nettle

\*Rare Drop >SCIMITAR< is a battle specific drop during ANY battle in Ruin Town Streets.

After the last battle in job 13, this should be a piece of cake, just look at the levels of the enemies, I mean seriously do you really need a strategy? No you don't :)

+++++

The next Hunt takes us to the sealed ruins in Yagos Isle.

~~~~~ WM8 MENAN ~~~~~

REWARD: 1125G
MERITS: 2
HUNT POSTED: Prodias
HUNT LOCATION: Sealed Ruins - Yagos Isle
AVAILABLE: Once Yagos Isle becomes available
WHEN TO COMPLETE: Before going to Salba Desert for the first time

Best way to go about spawning this guy, is to enter the ruins first floor, see if he spawns, and if not, just exit out, and try again. Seeing as how I caught him on the first floor, I'll list the enemies fought on that floor only.

+++++

NAME: MENAN (Sealed Ruins - Yagos Isle)
Level: 25
Steal: Tem's Grass
Drop: Scale Legs

NAME: GIANT BAT (Sealed Ruins - Yagos Isle)
Level: 10
Steal: Speed Bottle
Drop: Herb

NAME: MUMMY (Sealed Ruins - Yagos Isle)
Level: 12
Steal: Tem's Grass
Drop: Nuru-Nuru

*Rare Drop >NEUTRINO BLADE< is a battle specific drop on Floors 1,2,3 of Sealed Ruins on Yagos Isle

We are here specifically for his item drop and if he doesn't drop it, I recommend resetting. However, it seems to be a fairly high chance that he WILL drop it. The battle is easy, you can hit him with some debuffs (power loss, cold breath) to make things easier.

+++++

Finally, back to east aldia. I chose this battle last because I got sick of the vacant house :P

~~~~~ WM9 TIANUS ~~~~~

REWARD: 2025G  
MERITS: 3  
HUNT POSTED: Prodias  
HUNT LOCATION: Vacant House

AVAILABLE: After returning from Yagos Isle for the first time. \*Note: I actually ran into him during the "Monsters in Vacant House" Job, so it is possible to run into him before completing the jobs in that mansion.  
WHEN TO COMPLETE: Before going to Salba Desert for the first time

\*Rare Drop >EARTHLONG SWORD< is a battle specific drop in the 4 hallway rooms again. (Available after Mr. Dex Leaves)

Unlike Leland, you may have to exit and re-enter the rooms to get this mark to appear. I managed to get him to appear in the farthest right hallway room.

I'll list the enemy formations for the 2 eastern rooms, TIANUS can appear in either room, the left hallways is just a repeat of the right:

\*TIANUS\*, NECROMANCER, ROBBER X2 - RIGHT ROOM  
\*TIANUS\*, BLOOD FIEND, NECROMANCER X2 - LEFT ROOM

+++++

NAME: TIANUS (VACANT HOUSE - HALLWAY ROOMS)  
Level: 45  
Steal: Meow Sword  
Drop: Herb

NAME: NECROMANCER  
Level: 18  
Steal: Herb  
Drop: Magic Apple

NAME: ROBBER X2  
Level: 17  
Steal: none  
Drop: Cheer Nettle

NAME: BLOOD FIEND

Level: 19  
Steal: Neba-Neba  
Drop: Neba-Neba

Neither group of enemies is really difficult, the difficulty comes if you have trouble stealing, since you'll end up keeping Tianus around longer than you want to. I recommend taking Shante into this battle so she can cast silent on Tianus, resulting in him not being able to cast Divine Judgement AND preventing him from healing himself. Once you get the Meow Sword kill Tianus quickly. The sword is perfect for the Ninja you hopefully picked up in the battle in Vilmer's Lab, since captured monsters cant equip armors or accessories the meow swords +20 Def helps out a lot.

+++++

Since we are here, we may as well stop by Vilmer's Lab in Yudo Village

```
*=====
|                                     YUDO VILLAGE                                     |
*=====
\ ITEMS /   POWER UNIT 00           POWER UNIT 01           POWER UNIT 02           /
/         \   POWER UNIT 03           POWER UNIT 04           \
*=====
```

-----  
LOCATION: VILMER'S HOUSE

ITEMS: POWER UNIT 00, POWER UNIT 01, POWER UNIT 02, POWER UNIT 03, POWER UNIT 04  
-----

Vilmer's will have finished repairing Diekbeck, so head on into the lab and watch the scene. We now have a new party member!!

Exit the lab and Vilmer will hand over >POWER UNIT 00<, >POWER UNIT 01<, >POWER UNIT 02<, >POWER UNIT 03<, and >POWER UNIT 04<. Remember when equipping these that 2 opposing elements cannot be equipped together.

We are now FINALLY ready to continue with the story, so rest up, save and head for east aldia - hein port. Watch the scenes, and choose West Aldia as your destination.

```
<>=====//-----//=====<>
//                                     //
<>=====//-----//=====<>
```

```
*=====
|                                     SALBA DESERT                                     <C9010>|
*=====
\ ITEMS /   VIPER FANG                                                         /
*=====
```

-----  
LOCATION: SALBA DESERT FIRST SCREEN  
-----

+++++

NAME: ROC x3 (Salba Desert)

Level: 22

Steal: Neba-Neba

Drop: Speed Bottle

NAME: MANEATER x2 (Salba Desert)

Level: 23

Steal: Herb



Drop: Herb

\*Rare drop >WINDKNIFE< is a battle specific drop on ANY screen in the Salba Desert.

The Roc's are pretty quick and will go before most of your party. The cactus' and rocks lying around will make it difficult to get around your front ally's so make sure to put Elc and Shu up front to take the brunt of the damage. Overall not too difficult, just don't rush in since the Rocs can really pile on the damage if they surround you.

+++++

Head on to the next screen for a battle where you are surrounded on both sides.

-----  
LOCATION: SALBA DESERT SECOND SCREEN  
-----

A scene will trigger when you cross the center of the scene. Cool part about this is that depending on WHERE you cross the center of the screen, there will be different dialogue.

3 parts to cross are (note: this is where the canyon wall dips in the center of the area):

- 1) between where the canyon dips and the rock just below it
- 2) between that same rock and the rock just below it
- 3) just under the 2 central cactus'

+++++

NAME: ROC x2 (Salba Desert)

Level: 22

Steal: Neba-Neba

Drop: Speed Bottle

NAME: J-GUARD (Salba Desert)

Level: 24

Steal: Black Powder

Drop: Black Powder

NAME: ROBBER x3 (Salba Desert)

Level: 23

Steal: None

Drop: Cheer Nettle

\*Rare drop >WINDKNIFE< is a battlespecific drop on ANY screen in the Salba Desert.

You can split up your party, and make sure to send Lieza and Shante to opposite sides for healing. The Robber's again with their charge can do some high damage, otherwise it's not very difficult. Or you can just send all members to one side, since you'll most likely kill whatever group you go towards before the other group reaches you. The J-Guard does have a thunderstorm spell that can hit for decent damage, but he's squishy so just kill him.

+++++

After the battle, search for a path to the south

-----  
LOCATION: SALBA DESERT SECOND SCREEN PART B  
ITEMS: VIPER FANG  
-----

Open the chest for a >VIPER FANG< weapon for Paundit and equip it. Then head back up and to the right for the final screen.

-----  
LOCATION: SALBA DESERT THIRD SCREEN  
-----

+++++  
NAME: ROC x2 (Salba Desert)  
Level: 22  
Steal: Neba-Neba  
Drop: Speed Bottle

NAME: MANEATER X2 (Salba Desert)  
Level: 23  
Steal: Herb  
Drop: Herb

NAME: ROBBER (Salba Desert)  
Level: 23  
Steal: None  
Drop: Cheer Nettle

\*Rare drop >WINDKNIFE< is a battle specific drop on ANY screen in the Salba Desert.

Easier then the last battle, feel free to use spells, buff, etc since you'll have free healing after the battle. Shu's speed up makes this battle faster, there really is no threat here.

+++++  
Once you've healed and saved, feel free to check out the chest, which is actually a shop. When you're done head back out to the world map and back into Salba Desert. Fight your way to the 3rd screen where you'll run into Hoysler, the wanted monster.

\*\*\*\*\*  
\*\*\*\*\* WANTED MONSTERS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ WM10 HOYSLER ~~~~~

REWARD: 1125G
MERITS: 2
HUNT POSTED: Indigos
HUNT LOCATION: Salba Desert (3rd screen?)
AVAILABLE: After passing through Salba Desert and entering the Lost Forest (not the actual forest, just the part with the cabin will suffice).
WHEN TO COMPLETE: Right when it becomes available is easiest.

+++++
NAME: HOYSLER (Salba Desert)
Level: 25
Steal: Nuru-Nuru
Drop: Yellow Powder

NAME: ROBBER (Salba Desert)
Level: 24
Steal: None
Drop: Cheer Nettle

NAME: ROC x2 (Salba Desert)
Level: 22

Steal: Neba-Neba
Drop: Speed Bottle

NAME: MANEATER x2 (Salba Desert)
Level: 23
Steal: Herb
Drop: Herb

*Rare drop >WINDKNIFE< is a battle specific drop on ANY screen in the Salba Desert.

His earthquake spell is at level 2 so he can rack up the damage if you waste time trying to steal, Nuru-Nuru's are easier to get elsewhere, so just kill him. He starts on the far end of the screen so you should have taken care of most, if not all, of the other monsters before engaging him.

+++++

Alright let's get back to the story, so heal and rest up, then take the north exit into

```
*=====*
|                                LOST FOREST                                <C9011>|
*=====*
\ ITEMS /          CRUSH BOOTS          STRENGTHEN FRUIT          /
*=====*
```

Note: this forest can cause some headaches, so follow my guide carefully.

+++++
NAME: RED SKELETON (Lost Forest)
Level: 26
Steal: Cheer Nettle
Drop: Bitter Leaf

NAME: TREANT (Lost Forest)
Level: 25
Steal: Herb
Drop: Neba-Neba

*Rare Drop >ANCIENT SPEAR< is a battle specific drop on ANY screen within the Lost Forest.

Neither enemy are really a threat, however I recommend going after the Red Skeletons first, since they can charge, and do some good damage to your characters, especially Lieza, Paundit, and Shante.

+++++

QUICKEST WAY TO THE EXIT:

East, East, North, North, East, North, North, East, East, North.

1st SCREEN - Head north.

2nd SCREEN - (RED SKELETON x2, TREANT x2); After the battle go east.

3rd SCREEN - No battle here, just open the chest for a >CRUSH BOOTS< and head back to the second screen.

2nd SCREEN - (RED SKELETON x2, TREANT x2); After the battle go south back to the first screen.

1st SCREEN - Head east to the fourth screen.

4th SCREEN - (RED SKELETON x2, TREANT x2); After the battle go east.

5th SCREEN - No battle here, just head north.

6th SCREEN - (TREANT x4); After the battle, head north.

7th SCREEN - No Battles, just head east.

8th SCREEN - No Battles, just head north

9th SCREEN - (RED SKELETON x2, TREANT x2); After the battle go north.

10th SCREEN - No Battles, just head east.

11th SCREEN - (RED SKELETON x4, TREANT x2); After the battle go south

12th SCREEN - Head left to pick up the >STRENGTHEN FRUIT< from the chest. Heading east on this screen will lead to the wanted monster Balzack, but you can't fight him on your first time through the forest, and if you go to that screen you'll have a battle with 4 Red Skeletons when you return back to screen 12, so ignore that path and head back north to screen eleven. If having the extra battle doesn't bother you and you just feel like talking to him, note that choosing "Go to White House" will cause him to send you back to the beginning of the forest.

11th SCREEN - Head east

13th SCREEN - Head north to the exit.

After some scenes you'll enter white house sewers, however, we can now fight Balzack, so let's do that first.

```
*****
***** WANTED MONSTERS *****
*****
```

```
~~~~~ WM11 BALZACK ~~~~~
```

REWARD: 1755G

MERITS: 2

HUNT POSTED: Prodias

HUNT LOCATION: Lost Forest

AVAILABLE: Once you pass through the lost forest for the first time

WHEN TO COMPLETE: Before entering/completing White House Sewers.

Enter Lost Forest again, and heal/save at the cabin. Then head on in, bring Shante for her Silent spell.

To get back to him, go:

East, East, North, North, East, North, North, East, South, East.

Upon entering the screen, Balzack will talk to you and you'll be given a choice, choose "who are you" to initiate the fight.

```
+++++
NAME: BALZACK (Lost Forest)
Level: 39
Steal: Spirit Seed
Drop: Claymore
```

Cast Silent on him when you get the chance so as to avoid being hit by Explosion and Super Nova. I didn't get the chance to cast it because I killed him in 2 hits (Shu's and Elc's turn) :). There is a high probability that he will drop the Claymore, on both playthroughs, I got it on my first attempt.

```
+++++
```

Now just exit out of the forest by going west, north, east, and north.

```

*=====*
|                WHITE HOUSE SEWER                <C9012>|
*=====*
\ ITEMS /    POWER NUT            MAGIC LEAF            STRENGTHEN FRUIT    /
*=====*

```

Once you enter the sewers, pick your party and head south, then east till you see a ladder, you can rest and save in here.

These are the following enemy formations throughout the sewers:

```

-FREEZY x2, SKELETON x2
-FREEZY x2, GIANT BAT x2
-SKELETON x3, GIANT BAT x2
-SKELETON x2, VAMPIRE BAT x2
-SKELETON, VAMPIRE BAT, FREEZY x2 (after getting strengthen fruit)
-SKELETON x2, GIANT BAT x2, FREEZY x2, WIZARD

```

```

+++++
NAME: WIZARD (White House Sewers)
Level: 29
Steal: Herb
Drop: Magic Apple

```

```

NAME: SKELETON (White House Sewers)
Level: 28
Steal: Jump Nettle
Drop: Cheer Nettle

```

```

NAME: FREEZY (White House Sewers)
Level: 27
Steal: Power Jelly
Drop: Herb

```

```

NAME: GIANT BAT (White House Sewers)
Level: 28
Steal: Speed Bottle
Drop: Herb

```

```

NAME: VAMPIRE BAT (White House Sewers)
Level: 28
Steal: Speed Bottle
Drop: Herb

```

*Rare Drop >BLACKROBE< is a battle specific drop for ANY battle within the White House Sewers.

The Freezy's are annoying, not only does their Mesmerize Breath cause decent damage to a T-Shaped area, but it also puts you to sleep, they also have cold breath which reduces agility. Giant/Vampire Bats and Skeletons are nothing new, and the wizard is only fought in 1 battle.

```

+++++
From the save point, head east, north, east, south (past intersection) and east to a switch. Hit the switch to open the red door by the intersection you just past, head on through that door.

```

>>Next Screen

(SKELETON x2, FREEZY x2) - After the battle, head west over the grate and south into the lit room.

>>Next Screen

Head west, then north at the intersection, then west and down the ladder.

>>Next Screen

Hit the nearby switch and go south through the door.

>>Next Screen

(FREEZY x2, GIANT BAT x2) - After the battle, pick up the >POWER NUT< in the southeast corner, then exit this room north again.

>>Next Screen

Go up the ladder

>>Next Screen

Head east, south and west at the intersection, then go down the ladder.

>>Next Screen

Head south, east, north through the open door.

>>Next Screen

In this room, head north all the way and east.

>>Next Screen

Hit the switch and return to the previous room

>>Next Screen

Head west, south and east to the next screen (we'll get that chest in a minute don't worry)

>>Next Screen

A battle starts here, but you'll notice an open door directly north of where we start, that's what that switch we hit a second ago opened, so escape the battle by moving someone through that door.

>>Next Screen

Head west through the opening

>>Next Screen

Go west and south to open the chest containing >MAGIC LEAF<, no return to the previous room.

>>Next Screen

Go south through the door

>>Next Screen

(SKELETON x3, GIANT BAT x2) - After the battle, head to the southeast exit

>>Next Screen

*NOTE: this room is a re-fightable room so if you want to try and get the BlackRobe drop, this is the room to do it, just exit and re-enter to fight again. There are 2 different enemy formations for this room, depending on where you enter from. Northwest and Southwest entrances give you (SKELETON x2, VAMPIRE BAT x2), Northeast entrance gives you (SKELETON, VAMPIRE BAT, FREEZY x2).

(SKELETON x2, VAMPIRE BAT x2) - During this fight, have Shu, exit via the ladder in the northeast corner. This can only be done during the battle.

>>Next Screen

Once up the ladder grab the chest containing a >STRENGTHEN FRUIT<, then head back down the ladder

>>Next Screen

(SKELETON, VAMPIRE BAT, FREEZY x2) - yup the enemies changed, the northwest exit doesn't lead to anything, so head to the southeast exit.

>>Next Screen

(SKELETON x2, GIANT BAT x2, FREEZY x2, WIZARD) - Feel free to use up your MP here, since we'll be recovering soon. After the battle head all the way around to the northwest corner to flip the switch, then head through the door.

>>Next Screen

Use the open door to your left to rest/save. Then flip the switch and exit.

```
*=====*
|                               WHITE HOUSE                               <C9013>|
*=====*
\ ITEMS /      STUDDER CLUB      FULL POWER FRUIT      /
*=====*
```

This place is bigger than the sewers, it has more battles and more variety of enemies. From your starting location, flip the switch directly in front of you and enter the door.

>>Next Screen

```
+++++
NAME: VOODOO MAN x2 (White House)
Level: 30
Steal: Nuru-Nuru
Drop: Yellow Powder
```

```
NAME: RABID DOG x2 (White House)
Level: 29
Steal: Herb
Drop: Cheer Nettle
```

*Rare Drop >WATER CHARM< is a battle specific drop in this battle.

Rabid Dogs are the same as Paundit, they can use cold breath. This can get annoying since you start off in a narrow area, try to get Shu and Elc up from and have the healers hang back.

```
+++++
```

After the battle, grab the chest containing a >STUDDER CLUB<. Exit this room

>>Next Screen

Head east, flip the switch and go through the door

>>Next Screen

Go to the north end of the room and flip the switch, then exit back out.

>>Next Screen

Enter the now open center door.

>>Next Screen

+++++

NAME: VOODOO MAN (White House)

Level: 30

Steal: Nuru-Nuru

Drop: Yellow Powder

NAME: RABID DOG x2 (White House)

Level: 29

Steal: Herb

Drop: Cheer Nettle

NAME: POISON CLOUD x2 (White House)

Level: 29

Steal: Poison

Drop: Antidote Nut

*Rare Drop >WATER CHARM< is a battle specific drop in this battle. I got one last battle and this battle.

Poison Clouds have a Poison attack that can hit multiple ally's, I recommend splitting the party, since sending all 5 one way will cause 2-3 members to waste turns being idle since they can't jump over people yet.

+++++

After the battle, head to the northeast corner to exit this screen.

>>Next Screen

Head south and west to flip the switch, this opens the door on the far east side, so enter it.

>>Next Screen

The northeast corner of this room has a chest with a >FULL POWER FRUIT< inside. Now exit back into the hallway.

>>Next Screen

Flip the switch on the middle door and head on through for a battle.

+++++

NAME: VOODOO MAN x2 (White House)

Level: 30

Steal: Nuru-Nuru

Drop: Yellow Powder

NAME: RABID DOG x2 (White House)

Level: 29

Steal: Herb

Drop: Cheer Nettle

NAME: POISON CLOUD x2 (White House)

Level: 29

Steal: Poison

Drop: Antidote Nut

*Rare Drop >WATER CHARM< is a battle specific drop in this battle. 3 total now, although this one took a lot longer to get.

Poison Clouds have a Poison attack that can hit multiple ally's, I recommend splitting the party, since sending all 5 one way will cause 2-3 members to waste turns being idle since they can't jump over people yet.

+++++

After the battle, flip the switch in the northeast corner of the room and exit back out.

>>Next Screen

Enter the now opened door to the left.

>>Next Screen

Climb the stairs in the northwest corner.

>>Next Screen

Head all the way south, then west past the first 2 doors (nothing inside), to the third door, flip the switch and enter but be careful.

>>Next Screen

In this room, the tiles that have 6 dots are safe to walk on, the ones with no dots will drop you to the floor below and into another battle (POISON CLOUD x2, RABID DOG x2). So go towards the northwest wall and flip the switch, then make your way into the door.

>>Next Screen

DETOUR: From here we can take a little detour in order to rest and save. No battles will be fought during this detour so you can relax :). Head west and all the way south, then all the way west to exit back into the sewers.

>>Next Screen

Flip the switch and the door to the south will open.

>>Next Screen

Head east a bit and climb the ladder.

>>Next Screen

Save point heaven :), once you're done resting and saving make your way back to where we were before this little detour. That is, exit out of the save room to the south.

>>Next Screen

Head west and north into the first door you see.

>>Next Screen

North a bit and west to the re enter White house

>>Next Screen

Head east, then north, then all the way east to a door with a switch. Flip the switch and prepare for a Boss battle.

>>Next Screen

+++++

NAME: GUNHEAD - BOSS (Hand) x2 (White House)

Level: 28

Steal: None

Drop: None

NAME: GUNHED - BOSS (Shoulder) x2 (White House)

Level: 28

Steal: None

Drop: None

NAME: GUNHED - BOSS (Chest) (White House)

Level: 32

Steal: None

Drop: None

NAME: ECTOPLASM x2 (White House)

Level: 15

Steal: Mint

Drop: Mint

Clear out the Ectoplasm's so you can start attacking the hands. You can actually jump over the hand if you have a good jump stat(Shu), and go straight for the shoulder, it may be a glitch but Final Slayer completely misses you if you jump over the hand and are in the position to attack the shoulder.

Be careful when attacking the chest, as his counters can do around 30 damage to a space of 2 in front of it. Standing on or beside the stairs will cause him to use his machine gun on I believe a T-Shape area directly in front of his chest.

The chest is really the only thing you need to kill in order for the battle to end. Keep healed and consider charging a couple times with Elc, then sending him straight for the chest. Note: you can charge up to 8 times for a big boost in damage.

+++++

After the battle, a path forward will be revealed. I recommend heading back to the save/healing point in the sewers (Refer to Detour above).

When you return back from saving, head across the path that was made for you and into the door in the northeast, this will lead to a battle.

+++++

NAME: GHOUL x4 (White House Lab)

Level: 31

Steal: Paralysis Apple

Drop: Rue's Medicine

NAME: ILLUSION FLAME x2 (White House Lab)

Level: 30

Steal: Herb

Drop: Nuru-Nuru

*Rare Drop >DARK CURSE< is a battle specific drop during this battle.

The Ghouls can be pretty annoying with their paralyzing attack, they tend to use it more often than the illusion flames. Either way, I recommend buffing your characters to start (Speed Up), then let loose on the nearest enemies. Elc should be able to jump over the illusion flame on his first turn and hitting it from behind should kill him instantly. Don't let our healers get too far ahead, as then can be killed with 2-3 attacks if your unlucky. Take it slow and heal when necessary and you should win easily.

+++++

After the scene, follow Mariel (south twice, then west), but before going into the door that she's standing under, I recommend heading back out to heal/save.

*Equip Shu with the Unicorn horn and Shell before you enter the door

Once you return, go into the door where Mariel is standing. Watch the scene and you'll be given a chance to re-select your party, then a battle begins.

+++++

NAME: BLOOD KNIGHT x3 (White House Playroom)
Level: 33
Steal: Cheer Nettle
Drop: Herb

NAME: WRAITH x2 (White House Playroom)
Level: 30
Steal: Recover Fruit
Drop: Herb

*Rare Drop >FIRE CHARM< is a battle specific drop during this battle. Believe it or not, I received 2 Fire Charms in the same battle.

The Blood Knights will almost certainly use charge, so be careful when approaching them. You can probably kill the 2 wraiths before engaging the Blood Knights. I don't recommend splitting the party here since the Blood Knight are pretty strong. Cast Speed Up with Shu and Strike Power with Paundit to help out in this battle.

+++++

After the battle a scene will occur and Elc and Mariel will fall down a trap door. After even more scenes there's a battle.

+++++

NAME: MARIEL (White House HIDDEN ROOM)
Level: 34
Steal: NA
Drop: NA

She went first, I countered for 68 damage and the battle ended.

+++++

After some more scenes, another battle

+++++

NAME: MARIEL (White House HIDDEN ROOM)
Level: 35
Steal: NA
Drop: NA

Just attack her twice and she'll die. She does counter for about 20 damage so make sure your HP isn't too low.

+++++

After some more scenes, you'll gain control of Lieza. Head south, then south again, then north to talk to Chopin. You'll now be in control of Arc so head up the stairs and through the door. Head north and flip the switch. Fight off the enemies (not sure if its random), then head through the door. Exit to the west for some more scenes. After they are done, we'll be in Touvil and you'll finally gain control of Shu.

<>=====//-----//=====<>
 /// SEIRYA ///
<>=====//-----//=====<>

Nothing to do here except exit to the west and talk to Chopin the airships pilot. He says the airships been damaged and he has to repair it, then tells you to go talk to Kukuru who is in the far north room in Sabatico Shrine. Choose the top option twice and she'll teleport you to ...

=====

| PALENCIA <C9014>|
=====

LOCATION: PALENCIA INN

The Inn is in the northeast part of town, so that's where I went first so I could save.

LOCATION: PALENCIA SHOP

The shop is just west of the inn, and the wares have been updated so check them out. If you still have herbs and blood herbs lying around make some space in your inventory by selling them, 20 and 30 HP isn't enough anymore. Buy some Recover Fruits in their place.

South of the Inn is the guild

LOCATION: PALENCIA GUILD

Collect the bounties for the Balzack and Hoysler hunts. Also check out the new wanted monsters, we can only fight one of them for now.

[WM12] - RAGI
[WM16] - DIROS - fought during a story battle
[WM26] - SHAKO - not available yet
[WM28] - GIA - fought much later

Exit the city and head for the downtown area.

=====

| DOWNTOWN |

=====

There is a man directly outside the bar, he's got what looks like a green tie, talk to him until he mentions a guy named Pepe. Then enter the bar.

LOCATION: DOWNTOWN BAR

Talk to Pepe, he's in the northeast corner of the bar, sitting on the couch. Choose to buy him a drink. When you regain control talk to him again. He's says he'll only help you if you bring him 4 Shimmer Stones from Quina Hill. So that's our next destination.

=====

| QUINA HILL |

=====

The battles against the enemies here will not be easy, since you only have 2 members. I recommend having Shu do the attacking and Shante heal when necessary.

+++++

NAME: WYVERN x2 (Quina Hill)
Level: 35
Steal: Attack Bottle
Drop: Shimmer Stone

*Rare Drop >DAGGER +3< is a battle specific drop during ANY battle in Quina

Hill.

Let them come to you, move to the left side a bit and engage that Wyvern first, you should be able to kill him before the other one approaches.
+++++

You MAY run into the wanted monster Ragi during this battle, if not you can re-enter at your leisure.

***** WANTED MONSTERS *****

~~~~~ WM12 RAGI ~~~~~  
REWARD: 1575G  
MERITS: 2  
HUNT POSTED: Palencia  
HUNT LOCATION: Quina Hill  
AVAILABLE: After reaching Palencia for the first time  
WHEN TO COMPLETE: Before Pepe takes you onto Romalia's battleship

+++++  
NAME: RAGI (Quina Hill)  
Level: 35  
Steal: Spirit Seed  
Drop: Miranda

NAME: WYVERN x2 (Quina Hill)  
Level: 35  
Steal: Attack Bottle  
Drop: Atrophy Ball (Shimmer Stone - only during Pepe's Request)

\*Rare Drop >DAGGER +3< is a battle specific drop during ANY battle in Quina Hill.

Let the wyverns come to you, move to the left side a bit and engage that Wyvern first, you should be able to kill him before the other one approaches. Ragi is way at the top of the screen and can't come down, so after you finish off the wyverns, heal and make the long trek north to fight him.  
+++++

Once you have the 4 Shimmer Stones, head back and give them to Pepe, he will tell you to talk to him when you are ready to go. Before we do that, let's do some random battles in the local areas. Since there's only 2 of us, it couldn't hurt to level a tiny bit. If you don't want to then feel free to skip the next section.

>>>OPTIONAL<<<

\*\*\*\*\*  
\*\*\*\*\* RANDOM BATTLES \*\*\*\*\*  
\*\*\*\*\*

We've already fought in Quina Hill, so refer to the above info regarding enemy types, steals, and drops.

~~~~~ RAUS PLAIN ~~~~~

+++++
NAME: HELL HOUND x2 (Raus Plain)
Level: 34
Steal: Atrophy Ball
Drop: Attack Bottle

*Rare Drop >DAGGER +3< is a battle specific drop during ANY battle at Raus Plain. It took a long time to get this from this area. I believe the easiest are to obtain these is either colbo or quina.

Ok, this area really sucks, since shante is the one who starts at the higher position you won't be able to get into the enemy's starting area. You can try, but will quickly find out that you'll come to a standstill. So you have to let the enemy come to you, and the disadvantage is that the enemy can stand on the EXIT position, while you can't. Anyways the hell hounds are pretty tough, and it gets rather difficult to get an attack from behind, since shante and shu cant jump over the enemies, but they can jump over you. So be careful. Oh and they dodge like crazy, even from behind.

+++++

~~~~~ COLBO PLAIN ~~~~~

+++++

NAME: ACID SLIME x3 (Colbo Plain)

Level: 33

Steal: Bitter Leaf

Drop: Herb

\*Rare Drop >DAGGER +3< is a battle specific drop during ANY battle at Colbo Plain.

Pretty easy, although they do doge quite a bit but not as much as those damn hell hounds, head left and take out the 2 enemies there. The one to the right will make its way towards you.

+++++

Ok well that wasn't too much work, the attack bottles can come in handy since you don't have paundit's strike power. Anyways lets continue with the story shall we.

Stock up on recover fruits and return to Pepe and tell him you're ready.

```
*=====
|                                ROMALIA BATTLESHIP                                <C9015>|
*=====
\ ITEMS /   CHAOS HERB           MAGIC HERB           RECO'S GRASS           /
/         \   RECOVER FRUIT       STRENGTHEN FRUIT       \
\         /   CRYSTAL SHOES       RANGER SUIT           /
*=====*
```

After the scene you'll gain control of Shu, save with the book and once you're prepared head south out of the room for a battle.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 3F

ITEMS: RECOVER FRUIT, CHAOS HERB, RECO'S GRASS, MAGIC APPLE  
-----

+++++

NAME: DEMI MONK x2 (Romalia Battleship)

Level: 35

Steal: Herb

Drop: Antidote Nut

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle.

Only 2 of them, they can poison you but other than that, they aren't that tough. You should be able to kill the first one before engaging the second one.

+++++

Exit south.

>>Next Screen

Out here, ignore the switch to your immediate left, instead, go through the door directly south of you.

>>Next Screen

Flip the switch to open a door "somewhere". Exit back north.

>>Next Screen

Now head into the southwest room for another battle.

>>Next Screen

+++++

NAME: DEMI MONK (Romalia Battleship)

Level: 35

Steal: Herb

Drop: Antidote Nut

NAME: EVIL EYE (Romalia Battleship)

Level: 35

Steal: Herb

Drop: Nettle

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle.

Again not a difficult battle, the evil eye can stone you, but unlike other RPG's having your entire party stoned doesn't end in defeat. It only takes 1 turn to return to normal. There is a chest on the south side of the fence that you need to get DURING battle, so have shu jump over and pick up the chest for a >RECOVER FRUIT<.

+++++

After the fight, pick up the western chest for a >RECO'S GRASS<. Now head back out the way you came in.

>>Next Screen

Head north and enter the northwest room for yet another battle.

>>Next Screen

+++++

NAME: EVIL EYE x2 (Romalia Battleship)

Level: 35

Steal: Herb

Drop: Nettle

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle (I've gotten 1 in every battle so far (3)).

Again not a difficult battle, the evil eye can stone you, but unlike other RPG's having your entire party stoned doesn't end in defeat. It only takes 1 turn to return to normal.

+++++

After the battle flip the switch in the northeast corner for a door to open "somewhere". Exit south.

>>Next Screen

Head east and through the northeast door.

>>Next Screen

In this room there's a chest to the west containing a >CHAOS HERB< and one north containing a >MAGIC APPLE<. Exit south back into the halls.

>>Next Screen

Now before continuing feel free to rest up and save back where you started. Once you're back in the halls, go to the east side and about half way down the eastern hallway you should see and exit on your east side. This takes you to a north-south intersection, go north for now into the door.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 2F  
-----

Head all the way west and into the only door there.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 3F  
ITEMS: CRYSTAL SHOES  
-----

>>Next Screen

Head to the south end of the room and into the door for a battle.

>>Next Screen

+++++  
NAME: DEMI MONK (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Antidote Nut

NAME: EVIL EYE (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Nettle

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle.

Same as the other battles.

+++++  
After the battle flip the switch in the northeast corner, you'll see the door to your west has opened. Exit back out into the hall.

>>Next Screen

Go to the north end of the halls and into the now opened door.

>>Next Screen

Open the chest containing a pair of >CRYSTAL SHOES<. Definitely equip this on one of your characters. Now go back to the north-south intersection by first exiting this screen north.

>>Next Screen

Exit north.



>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 2F  
-----

Head all the way east and into the only door there.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 3F  
-----

Now go south past the intersection and into the door at the bottom.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 2F  
ITEMS: STRENGTHEN FRUIT  
-----

Head all the way west and into the only door there for another battle.

>>Next Screen

\*NOTE - you don't have to fight this battle; north of where you enter is our next destination, you can just have Shu jump the fence and exit if you want, but I'll cover the battle anyways.

+++++  
NAME: DEMI MONK (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Antidote Nut

NAME: EVIL EYE x2 (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Nettle

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle, getting tired of the same rare drop yet? They really are luck based, but by abusing save states AND having unicorn horn I've had an easy time, so don't worry too much about them.

Same as the other battles, the extra evil eye makes it somewhat harder, make sure to heal with shante if all 3 end up ganging up on you.

+++++  
Once you're done, go into the door just north of the one we entered from.

>>Next Screen

Head north to an intersection and take it east all the way to a switch. Flip it (make it green if it isn't already) and on your way back to the intersection while you are under the black ceiling (black part that hides the character) move north, then east, you should emerge in a corridor just above the corridor that lead to the switch. Go all the way east in this corridor, then south until you stop, then west until you stop, then south again until you stop, then west to reach a chest containing a >STRENGTHEN FRUIT<.

Now make your way back to the intersection; east, north, east, north, west, south, west. Once back at the intersection head through the north door.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 1F  
-----

Go south, then east, and into the first door you see (north of you)

>>Next Screen

Flip the switch and a door should open "somewhere", exit the room now.

>>Next Screen

Now go to the southeast corner (past the first door) and you should see another door just above you. Enter this room.

>>Next Screen

Go to the north end of the screen and flip the LEFT switch. (If you feel like fighting again the right switch will wake up 3 guards and you'll have a battle - below)

+++++  
NAME: DEMI MONK (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Antidote Nut

NAME: EVIL EYE x2 (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Nettle

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle

More difficult than the other battles because of the small space, so the enemies will be on you quick. On your first turn send Shu behind the Demi Monk, I was able to just barely kill him, he's got 83 HP and in the numerous times I tried this fight to find the rare drop I hit him for 82HP A LOT, so ya it got annoying.

+++++

Whether or not you decided to fight, that switch you hit, just cleared the way to the exit of this floor, so exit the sleeping quarters.

>>Next Screen

Head left and enter the door you passed earlier

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 2F  
-----

Head west and into the door.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 2F  
ITEMS: RANGER SUIT  
-----

Head to the bottom of this screen and enter the only door available.

>>Next Screen

Open the chest containing a >RANGER SUIT<, equip it on Shu. Exit.

>>Next Screen

Head back north and enter the door.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 3F  
-----

Go all the way east, and as soon as you enter the large open room, there will be a switch just above you, so flip it. Enter the door that opened up.

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 1F  
-----

Go west and south, and enter the door you see for a battle.

>>Next Screen

+++++

NAME: DEMI MONK x2 (Romalia Battleship)

Level: 35

Steal: Herb

Drop: Antidote Nut

NAME: EVIL EYE x2 (Romalia Battleship)

Level: 35

Steal: Herb

Drop: Nettle

\*Rare Drop >WIND CURSE< is a battle specific drop during this battle

4 enemies here, but you have a big area, try to take out the northern demi monk first. Poison wind is getting annoying as it is hitting me for 20-30 damage.

Note - regarding being turned into stone - when your turn comes up it will say "stone", the next turn you will be un-petrified, however, if petrify wind is used again (i.e. AFTER your turn came up that said "stone") it IS possible that you will technically be turned into stone while you are already stoned, in other words you'd have to wait ANOTHER "stone" turn before you can go.

+++++

After the battle, head through the door to the east of where you entered.

>>Next Screen

\*\*Okay, before you move one, you may want to head ALL the way back to the beginning to save and heal, don't worry, none of the stall battles are repeatable so you won't run into any battles. The next battle has the potential to drop a VERY RARE light pole weapon, so you may want to take advantage of this opportunity to save if you really want to get it\*\*

To make the next battle easier, equip your characters with a nettle to prevent the stone status since there are 3 evil eyes in this battle. If Shante has "refresh" then you can equip her with the nettle only and if shu gets stoned have her refresh him.

Enter the door right next to you.

>>Next Screen

-----

LOCATION: ROMALIA BATTLESHIP 2F

---

Move east and north through the door for a battle.

+++++  
NAME: DEMI MONK x2 (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Antidote Nut

NAME: EVIL EYE x3 (Romalia Battleship)  
Level: 35  
Steal: Herb  
Drop: Nettle

\*  
\*\*  
\*\*\*Rare Drop \*>LIGHT POLE<\* is a battle specific drop during this battle  
\*\*  
\*

5 enemies here, and 3 of them being those annoying evil eyes. If you protected yourself like I said, then they won't pose much of a problem. Cast speed up with Shu to start and have Shante spam silent and hope it hits a bunch of them.

+++++  
If you got the Light Pole, congrats, if you didn't, I feel for you. Trust me when I say this, If you're NOT playing with save states AND you don't have the unicorn horn, then you're probably better off trying to win the lottery.

\*\*\*Ok, now, before heading through, I suggest unequipping Shu with the Unicorn horn and shell. The next battle will finish and lead directly into scene's, resulting in the player not being able to switch equipment. You may as well equip shante with the unicorn horn and shell for the next battle, since they do provide decent def.

Head through the north door

>>Next Screen

-----  
LOCATION: ROMALIA BATTLESHIP 1F  
-----

Head north through the double doors for the final battle.

>>Next Screen

-----  
LOCATION: AIRSHIP HANGER  
-----

+++++  
NAME: ASSASSIN x2 (Romalia Battleship - Hanger)  
Level: 35  
Steal: Blade!! -> Very Nice weapon  
Drop: Herb (Ya...an herb - are you getting tired of herb drops yet)

NAME: POISON CLOUD x4 (Romalia Battleship - Hanger)  
Level: 35  
Steal: Poison  
Drop: Antidote Nut

This is actually easier then the last battle. I fought this battle about 30 times (no rare drop) and the poison clouds did nothing but attack. The

Cast Speed up to be safe, and you shouldn't have any trouble, Shu's counters pretty much everything.

+++++

After the scenes (which caused me a lot of worry), we'll be in...

```

<>=====///-----///=====<>
          ///          CLENIA ISLE          ///
<>=====///-----///=====<>

```

[illegible]

\*Equip Shante with the unicorn horn and shell.

```
*=====*
```

```
|                                     |
```

```
*=====*
```

```

+++++
NAME: NINJA x4 (Training Rock)
Level: 35
Steal: NA
Drop: Bomb

```

This battle is ridiculously easy. There are 2 chests in this battle you can get, the other you can't for now. I recommend leaving them till later, since you can't use them yet and they will just take up space in your inventory.

+++++

-----  
LOCATION: CLENIA INN  
-----

Go to the north end of town and enter the arena

-----  
LOCATION: CLENIA ARENA

Talk with Gruga and watch the semi-final match. Then return to the inn.

-----  
LOCATION: CLENIA INN  
-----

Talk to the innkeeper to stay the night again.

~~The Next Day~~

Go to the north end of town and enter the arena

-----  
LOCATION: CLENIA ARENA  
-----

Talk to Gruga and watch the final match. Afterwards, head for the inn.

-----  
LOCATION: CLENIA INN  
-----

You'll find the inn in shambles, follow Gruga into the room, and when you regain control of Shante check out the letter pinned to the left bed. Gruga joins your party for now, so equip him with some armor. Save and head for ...

\*=====\*

|  |                            |         |
|--|----------------------------|---------|
|  | VACANT HOUSE - CLENIA ISLE | <C9017> |
|--|----------------------------|---------|

\*=====\*

Once you enter, you'll begin a battle

+++++

NAME: WIZARD (Vacant House - Clenia Isle)  
Level: 36  
Steal: NA  
Drop: Magic Apple

NAME: DRAGONFLY x2 (Vacant House - Clenia Isle)  
Level: 35  
Steal: NA -> Shell can cause him to drop an herb  
Drop: Atrophy Ball

\*Rare Drop >DEATH CRIMSON< is a battle specific drop in ANY battle here.

The dragonfly's are fast and can use a fire breath (T-Shaped) attack that lowers your magic defense. The Wizard likes to cure himself, but 1 attack from Gruga (from behind) will kill him.

+++++

\*\*After the battle Un-equip Gruga with the unicorn horn and shell if he has it equipped, because you won't get another chance after the next battle. Shante has a chance to un-equip things after this battle so feel free to give her the best stuff for now.

When you're ready, enter the northeast room for another battle.

+++++

NAME: WIZARD (Vacant House - Clenia Isle)  
Level: 36  
Steal: NA  
Drop: Magic Apple

NAME: BLACK KNIGHT x3 (Vacant House - Clenia Isle)  
Level: 36  
Steal: NA  
Drop: Recover Fruit

\*Rare Drop >DEATH CRIMSON< is a battle specific drop in ANY battle here.

This battle is actually pretty hard for 3 reasons, the stupid black knights like to block like there's no tomorrow, and they also charge, and to top it all off, the stupid wizard like to heal everyone. Just to give you an idea of the damage the black knights are capable of: 1 of them charged and on his next turn, jumped over Shante and combo'd her for 85 damage, killing her (she's level 35).

So if you can, I recommend getting the wizard out of the way quickly, or at the very least cast level 2 silent on the whole group. Silent will last 2 turns I believe, so be ready to cast it again. Keep healed and attack from behind if possible.

+++++

After the battle, there will be a scene and you'll be back in Clenia Inn.

\*\*Once you have control of Shante Un-equip the unicorn horn and shell, if she has it equipped.

Exit the inn for a scene with Gruga and the story will shift to Lieza.

```
*=====
|                               SABATICO SHRINE                               |
*=====
```

After the scene Chongara lends Lieza Kelack, Mofly and Hemo-ji. Of the 3 I only used Kelack cause it can heal. I still had my Ninja from earlier and I caught a werewolf and a roc as well. I gave the werewolf one of the Blades I stole from the assassin enemies in the romalia hanger, and the roc I gave a maxed out temporary shoe. Of course we still have our trusted pet Paundit :).

Exit the shrine, and in touvil take the west exit to talk to Chopin. He'll fly us out of here.

```
<>=====//-----//=====<>
//                               //
<>=====//-----//=====<>
//                               //
FORLES
```

Our destination is Holn, but stop off at Ramul first.

```
*=====
|                               RAMUL                               <C9018>|
*=====
```

Feel free to look around, but what we're here for is the guild.

-----  
LOCATION: RAMUL GUILD  
-----

Check all wanted posters, we can only do 2 of them for now. Also take the 2 jobs that are available

Available Jobs for now are,

[Job14] - FIND MISSING SON  
[Job15] - CATCH MISCHIEVOUS BOY

Available Hunts for now are,

[WM13] - BALGULI

[WM14] - DILLINGER  
[WM15] - JAD - Fought in story battle  
[WM29] - GAUCROW - not available yet

Let's take care of the jobs first shall we.

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

Note: Upon accepting job15 you won't be able to do anything else until you complete it (i.e. can't enter any building or even leave town). Thus, despite "Find Missing Son" being listed first, if you accepted both at the same time, you'll have to complete job15 then job14.

~~~~~ Job14 FIND MISSING SON ~~~~~

REWARD: 1000G
MERITS: 3
JOB POSTED: Ramul
JOB LOCATION: Plateau just south of Holn
AVAILABLE: First time Lieza reaches Forles
WHEN TO COMPLETE: Before going to Holn
BEST OUTCOME: Find the kid

Go to the comedy club, which is next door to the guild (you have to press X to enter). After talking with the mother, leave town and go to the plateau just south of Holn. On the eastern edge of the plateau, "Forest Edge" will pop up, so enter it. After the scenes you'll be done, so collect your bounty.

~~~~~ Job15 CATCH MISCHIEVOUS BOY ~~~~~

REWARD: 1500G  
MERITS: 3  
JOB POSTED: Ramul  
JOB LOCATION: Ramul  
AVAILABLE: First time Lieza reaches Forles  
WHEN TO COMPLETE: Before going to Holn  
BEST OUTCOME: Don't talk to any lookalikes

Once you accept this job, you will begin it upon exiting the guild. Talk to the boy in the following locations ONLY.

- 1) East of the Bar
- 2) Southwest of the Guild Entrance
- 3) West of Weapon shop sign (hidden by tree)
- 4) South of Flower Shop Lady (Town entrance)
- 5) Just East of the Inn (partially hidden by tree)
- 6) Northwest end of town (all the way to the top at the dead end)
- 7) East of weapon shop (under archway)
- 8) Outside the weapon shop, go north until you see the first smoke stack on the weapon shop roof, the smoke is actually blowing towards the kid (hidden under the tree)

If you screwed up somewhere you'll get 375G and NO MERITS.

\*\*\*\*\*  
\*\*\*\*\* WANTED MONSTERS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ WM13 BALGULI ~~~~~

REWARD: 1440G

MERITS: 2
HUNT POSTED: Ramul
HUNT LOCATION: Fels Highland
AVAILABLE: First time Lieza reaches Forles
WHEN TO COMPLETE: Before going to Holn

He may take a while to appear. A little trick I use is to go back into the guild and look at his poster again. After him not showing up for 15-16 attempts, I did this and he showed up right away, just a thought.

++++
NAME: BALGULI (Fels Highland)
Level: 32
Steal: NA -> Shell can cause him to drop a recover fruit
Drop: NONE

NAME: BARBARIAN (Fels Highland)
Level: 31
Steal: NA
Drop: Axe

NAME: EVIL EYE x4 (Fels Highland)
Level: 30
Steal: NA
Drop: Nettle

*Rare Drop >CHANGE STAFF< is a battle specific drop during ANY battle at Fels Highland (not just the wanted monster battle).

Depending on your party, this battle can be easy or hard. Feel free to attempt some ravishes on the local monster as they are most likely better than any monster you've picked up so far. Remember the evil eyes from romalia battleship, they know petro wind so be careful. The barbarian like all his class members, knows charge so he can be dangerous if left alone too long.

++++

Collect your bounty, rest and save, then let's do the last hunt.

***** WANTED MONSTERS *****

~~~~~ WM14 DILLINGER ~~~~~

REWARD: 1485G  
MERITS: 2  
HUNT POSTED: Ramul  
HUNT LOCATION: Calmio Hill  
AVAILABLE: First time Lieza reaches Forles  
WHEN TO COMPLETE: Before going to Holn

He may take a while to appear. A little trick I use is to go back into the guild and look at his poster again. After him not showing up for 15-16 attempts, I did this and he showed up right away, just a thought.

++++  
NAME: DILLINGER (Calmio Hill)  
Level: 32  
Steal: NA  
Drop: Nettle

NAME: BARBARIAN (Calmio Hill)  
Level: 31  
Steal: NA  
Drop: Axe

NAME: EVIL EYE x4 (Calmio Hill)  
Level: 30  
Steal: NA  
Drop: Nettle

\*Rare Drop >CHANGE STAFF< is a battle specific drop during ANY battle at Calmio Hill(not just the wanted monster battle).

Pretty much the same as last battle, Dillinger is just another Evil Eye, so watch for petrify, he also drops the same item that evil eyes drop. The start pretty far up, so feel free to buff up your party before heading in.

+++++

Now that those are done, rest up, save and prepare for a battle at Holn Bridge. Note that I leveled some of my monsters before hand, I made sure that I had 5 people at least level 30.

```
*=====*
|                                     HOLN BRIDGE                               <C9019>|
*=====*
```

+++++

NAME: BARBARIAN x5 (Holn Bridge)  
Level: 30  
Steal: NA  
Drop: Axe

\*Rare Drop >ICE SABER< is a battle specific drop on Holn Bridge.

After defeating 3 of them the battle will end. I have an evil eye as a monster and even if you petrify 2 barbarians and kill the other 3, the battle will still end, so basically if you are trying to get the rare drop the only way to kill more than 3 is to kill 2 at a time when there are 3 enemies left (leaving them with 1). However based on the fact that 2 enemies engage in conversation, I still don't believe that the 4th enemy that is killed will have a drop animation.

Anyways, strike up with paundit and keep healed with Lieza and you should be fine.

NOTE: after 30 failed attempts at the rare drop, I got 2 in one battle.

+++++

After the battle inspect the boulder blocking your path. Head back to Ramul.

```
*=====*
|                                     RAMUL                               <C9020>|
*=====*
```

Back in Ramul, ask EVERYONE (don't worry about the people inside buildings) for help with the rock. Once you've asked everyone (outside), attempt to leave town, and there will be a scene.

Poor Lieza get put in jail, but the little boy she saved comes to save her, Yaaayyy! Lieza helps out the old man that arc the lad 1 players should remember as Gogen. When you regain control head over to the little kid and talk to him to continue the scene.

You'll be back in Ramul, so rest up and save. Before you leave make sure you read the Jad Wanted Poster.

Head back to Holn.

```
*=====*
|                                HOLN/HOLN BRIDGE                                <C9021>|
*=====*
```

Once you enter there'll be a scene, followed by ...

```
*****
***** WANTED MONSTERS *****
*****
```

```
~~~~~ WM15 JAD ~~~~~
```

REWARD: 1350G  
MERITS: 2  
HUNT POSTED: Ramul  
HUNT LOCATION: Holn/Holn Bridge  
AVAILABLE: After Gogen Joins  
WHEN TO COMPLETE: Story Battle

```
+++++
NAME: JAD (Holn/Holn Bridge)
Level: 30
Steal: NA
Drop: Ax
```

NAME: KNIGHT STALKER x3 (Holn/Holn Bridge)  
Level: 32  
Steal: NA -> Shell can cause him to drop an herb  
Drop: Mint

NAME: WYVERN x2 (Holn/Holn Bridge)  
Level: 31  
Steal: NA  
Drop: Atrophy Ball

NAME: BARBARIAN x2 (Holn/Holn Bridge)  
Level: 30  
Steal: NA  
Drop: Ax

\*Rare Drop >ICE SABER< is a battle specific drop during this battle.

Take out the Wyvern's to start, then go north to take out the knight stalker. You should be able to kill those 3 enemies and have time to heal up before engaging the 5 at the bottom of the screen. Cast strike up with Paundit, and once the enemies are all on the bridge, they should be close enough together for Gogen to cast level 2 explosion on all 5 of them. One cast of explosion should do about 60+ damage, so just clean up with physicals after that.

Note: it took me 25 failed attempts at the rare drop, and on the 26th try I got 2 in the same battle ... again.

If you're feeling confident, try ravishing a monster or two, remember to lower their stats first (cold breath).

```
+++++
```

After the battle there will be a scene and you will finally be in ...

```
=====
| HOLN |
=====
```

Welcome to Holn, unfortunately, there's nothing to do here. Head all the way north and enter the last house for a short scene followed by another battle.

-----  
LOCATION: LIEZA'S HOUSE  
-----

+++++  
NAME: BEAST MASTER (Lieza's House)  
Level: 36  
Steal: NA  
Drop: None

NAME: VENOM CLOUD x4 (Lieza's House)  
Level: 32  
Steal: NA -> Shell can cause him to drop a paralysis apple  
Drop: Rue's Medicine

\*Rare Drop >CORPSE EDGE< is a battle specific drop in this battle.

Once the beast master dies the battle will end. He will go after Lieza and only Lieza. This helps when trying to obtain the rare drop because Lieza hardly counters, thus giving you time to kill the 4 venom clouds. The Venom Clouds can paralyze a group so be careful.

The Corspe Edge has the "Increase Offense on Level Up" ability, which is awesome, so try to get it.

+++++

After the battle, watch the scene as the beast master makes his escape, showing us our next destination. You can rest and save in the back room of Lieza's House, you can also go back to Ramul if you want. I went back to buy some recover fruits for some "out of battle healing". When you are ready head for the ??? on the map, which is the mountains west of Holn.

```
=====
```

|  |                               |         |
|--|-------------------------------|---------|
|  | CHIMERA RESEARCH LAB (FORLES) | <C9022> |
|--|-------------------------------|---------|

```
=====
```

|           |                 |                |   |
|-----------|-----------------|----------------|---|
| \ ITEMS / | WIND STAFF      | RALIA'S MIRROR | / |
| /         | \ SMART CAPTURE | NOL'S CRYSTAL  | \ |

```
=====
```

So apparently the path in the mountains lead us to the Chimera Research Lab. You are automatically asked to pick a party, I chose the following and picked them in this order as well:

-My Ninja (Sasuke LV 32)  
-My Werewolf (Lobo Wildman LV 32)  
-Paundit (LV 32)  
-Lieza (LV 33)  
-Gogen (LV 36)

From where you start, head all the way west, then north to a switch, flip it. Then go back and go all the way east and north to another switch which you should flip. The 2 doors on this screen are now open so start by heading through the western door

>>Next Screen

+++++  
NAME: GREAT DRAGON (Chimera Research Lab)  
Level: 33  
Steal: NA -> Shell can cause him to drop a bitter leaf  
Drop: Whisper Tonic

NAME: RED SKELETON x3 (Chimera Research Lab)  
Level: 34  
Steal: NA (Cheer Nettle)  
Drop: Bitter Leaf

\*Rare Drop >ICESNAKE WHIP< is a battle specific drop in this battle.

Not too difficult but be careful with the red skeletons since the counter every physical attack, so attack from range if possible. The great dragon only attacks physically and has some status spells (lower's magic, increases wind protection) so he's nothing to worry about.

+++++

After the battle pick up the chest containing >WIND STAFF< equip it to Gogen, if you don't have a Quick Cane transferred from Arcl this will be more powerful then what you currently have. Exit the room.

>>Next Screen

Enter the northeast room next for another battle

>>Next Screen

+++++

NAME: BOOGIE MAN (Chimera Research Lab)  
Level: 34  
Steal: NA (Magic Apple)  
Drop: Nuru-Nuru

NAME: DEATH HOUND x3 (Chimera Research Lab)  
Level: 33  
Steal: NA (Herb)  
Drop: Cheer Nettle

\*Rare Drop >ICESNAKE WHIP< IS a battle specific drop in this room.

More challenging then the last battle for sure, the Death Hounds like to evade a lot and they have a breath attack similar to Paundits but this one lowers your defense, not good, so keep healed and try not to let them get behind you, because they can and will jump over you. The boogie man isn't a threat.

+++++

After the battle, heal up if needed and head up the stair in the northeast.

>>Next Screen

Go to the northwest part of this screen, flip the switch and enter the room.

>>Next Screen

A battle will begin as you approach the northwest switch.

+++++

NAME: BOOGIE MAN (Chimera Research Lab)  
Level: 34  
Steal: NA (Magic Apple)  
Drop: Nuru-Nuru

NAME: DEATH HOUND x2 (Chimera Research Lab)  
Level: 33  
Steal: NA (Herb)  
Drop: Cheer Nettle

NAME: RED SKELETON x2 (Chimera Research Lab)  
Level: 34  
Steal: NA (Cheer Nettle)  
Drop: Bitter Leaf

\*Rare Drop >ICESNAKE WHIP< is a battle specific drop in this battle.

This battle can prove troublesome because of the VERY narrow fighting space. Your strong attackers should be in front since you set it up that way when you picked your party at the beginning of the dungeon (actually my FIRST character that I picked was in the middle here). Have Lieza heal when necessary and have Gogen help out from the back with his magic.

+++++

After the battle flip the switch you were approaching, and exit the room.

>>Next Screen

Go to the northeast corner of this room now, flip the switch and enter the door.

>>Next Screen

Moving north will trigger another battle

+++++

NAME: GREAT DRAGON x2 (Chimera Research Lab)

Level: 33

Steal: NA -> Shell can cause him to drop a bitter leaf

Drop: Whisper Tonic

NAME: BOOGIE MAN (Chimera Research Lab)

Level: 34

Steal: NA (Magic Apple)

Drop: Nuru-Nuru

NAME: DEATH HOUND x2 (Chimera Research Lab)

Level: 33

Steal: NA (Herb)

Drop: Cheer Nettle

\*Rare Drop >ICESNAKE WHIP< is a battle specific drop in this battle

Feel free to use up your MP in this battle, since we'll be resting afterwards. Start with the 2 death hounds to the south, you should be able to take care of them before engaging the other enemies. Once they are done the battle becomes easy.

+++++

After the battle head through the open door

>>Next Screen

Ok switches here we go.

SETUP 1: Resting Point

|          |   |   |   |   |   |   |   |   |   |          |                        |
|----------|---|---|---|---|---|---|---|---|---|----------|------------------------|
| Switch#: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Switch#: | From Left to Right     |
|          | ^ |   |   | ^ |   |   | ^ |   |   |          | ^: Flip These Switches |

Now enter the east door

>>Next Screen

The left path has been opened so enter the room for some beds to sleep in. Return to the switch screen.

SETUP 2: Smart Capture Chest

|          |   |   |   |   |   |   |   |   |   |          |                        |
|----------|---|---|---|---|---|---|---|---|---|----------|------------------------|
| Switch#: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Switch#: | From Left to Right     |
|          |   |   | ^ |   |   | ^ |   |   | ^ |          | ^: Flip These Switches |

---

Now enter the east door

>>Next Screen

The right path has been opened so enter the room to get the chest containing >SMART CAPTURE<. Return to the switch screen.

SETUP 3: Continue Forward

---

|          |   |   |   |   |   |   |   |   |   |          |                        |
|----------|---|---|---|---|---|---|---|---|---|----------|------------------------|
| Switch#: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Switch#: | From Left to Right     |
|          |   | ^ |   |   | ^ |   |   | ^ |   |          | ^: Flip These Switches |

---

Now enter the east door

>>Next Screen

The middle path will be open, so go on through.

>>Next Screen

Head north and up the stairs.

>>Next Screen

No go all the way south, west and into the door for a battle.

>>Next Screen

+++++  
NAME: GREAT DRAGON x3 (Chimera Research Lab)  
Level: 33  
Steal: NA -> Shell can cause him to drop a bitter leaf  
Drop: Whisper Tonic

NAME: DEATH HOUND x3 (Chimera Research Lab)  
Level: 33  
Steal: NA (Herb)  
Drop: Cheer Nettle

\*Rare Drop >ICESNAKE WHIP< is a battle specific drop in this battle

Once again the death hounds need to be taken care of first, use explosion on all 3 of them for 60+ damage, then just clean up with physicals. The dragons are not as difficult to deal with.

+++++  
After the fight, exit north.

>>Next Screen

More switches

SETUP 1: Ralia's Mirror Chest

---

|          |   |   |   |   |   |   |   |   |   |          |                        |
|----------|---|---|---|---|---|---|---|---|---|----------|------------------------|
| Switch#: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | Switch#: | From Left to Right     |
|          |   |   | ^ |   | ^ |   |   |   | ^ |          | ^: Flip These Switches |

---

Enter the door.

>>Next Screen

The left path will be open go in and get the chest containing >RALIA'S MIRROR<. Head back to the switch room.

SETUP 2: Continue

```
Switch#: 1 2 3 4 5 6 7 8 9 Switch#: From Left to Right
 ^ ^ ^
 ^: Flip These Switches
```

Enter the door.

>>Next Screen

The right path will be open so go on through (note: middle path leads to a trap that drops you down a floor)

>>Next Screen

Heal up before proceeding, because the boss is in the next room.

**\*\*Unequip Lieza with the Unicorn horn and Shell, since you won't have a chance to after the next battle, and you'll definitely want to have them equipped for our next character.**

Once you are ready, go through the door.

>>Next Screen

LOCATION: LABORATORY

You'll be given the chance to select you party again.

```

+++++
NAME: HOLN LAB CHIEF - BOSS (Chimera Research Lab)
Level: 36
Steal: NA
Drop: None

```

NAME: STONE JACKAL x5 (Chimera Research Lab)  
Level: 34  
Steal: NA -> Shell can cause him to drop a Bitter Leaf  
Drop: Herb

\*Rare Drop >WATER CURSE< is a battle specific drop in this battle (feel free to ignore this drop - you can however get it and hope Lieza gets another turn before the battle ends, then on her turn unequip her with the unicorn horn and shell)

Don't move "forward" from where you start, instead group up and cast strike up on the party. The stone jackals will clutter together on their first turn so unleash level 2 explosion (I was able to hit 4 of them), after that just clean up with physicals.

The lab chief/dragon has a breath attack that can lower your attack power, he can also increase his counterattack, which is a waste of a turn cause his counter is pretty much 100% anyways.

After the battle, watch the touching scenes and Lieza will be given >NOL'S CRYSTAL<, with this you can reach Mother Claire (Cave northeast of Ramul). The story now shift to ...

<>=====///-----///=====<>  
 /// SEIRYA ///  
 <>=====///-----///=====<>



```
=====
| SABATICO SHRINE <C9023>|
=====
```

-----  
LOCATION: ELC'S SUBCONSCIOUS  
-----

\*\*Equip the unicorn horn and shell before moving north.

After the short scene, there will be a battle

+++++  
NAME: MARIEL (Elc's Subconscious)  
Level: 11  
Steal: NA  
Drop: None

NAME: GINIE (Elc's Subconscious)  
Level: 11  
Steal: NA  
Drop: None

NAME: ELC'S FATHER (Elc's Subconscious)  
Level: 11  
Steal: NA -> Shell can cause him to drop a Cheer Nettle  
Drop: Bitter Leaf

NAME: ELC'S MOTHER (Elc's Subconscious)  
Level: 11  
Steal: NA -> Shell can cause her to drop a Bomb  
Drop: Neba-Neba

\*VERY Rare Drop >FLAMELONG SWORD< is a battle specific drop in this battle

This battle is easy, they'll usually idle a few times so just walk up to them and kill them. If you have the Arc Arena disc, then don't worry too much about getting the rare drop here, since you can obtain it as an arena prize.

+++++

When you awaken, head to the far left side of the shrine to save, since I'm sure it's been a while. The go meet Kukuru in the far northern room.

When you regain control, talk to her again and choose "yes", you'll be teleported to ...

```
=====
| PALENCIA |
=====
```

Feel free to look around, although nothing has changed. You may want to pick up some recover fruits for out of battle healing if you ran out while in Chimera Research Lab. When you are ready go to the ruins east of Palencia.

```
=====
| PALENCIA CASTLE RUINS <C9024>|
=====
\ ITEMS / LEAF'S BEAD /
=====
```

As you enter you'll be greeted by one of Arc's Friends, Poco, who will join you.

-----  
LOCATION: BASEMENT WAREHOUSE RUINS  
-----

+++++  
NAME: DARK WRAITH (Palencia Castle Ruins)  
Level: 38  
Steal: NA (Poison)  
Drop: Antidote Nut

NAME: FUNERAL PYRE X2 (Palencia Castle Ruins)  
Level: 38  
Steal: NA (Recover Fruit)  
Drop: Tem's Grass

\*Rare Drop >GOLDEN DRAGON< is a battle specific drop in this battle.

The Dark Wraith can poison a group, so take him out first. The Pyre's know fire storm. Use Poco's awesome skills to make the battle easy.

+++++

After the battle, go through the northwest opening.

-----  
LOCATION: BASEMENT ELEVATOR  
-----

+++++  
NAME: STONE FLY (Palencia Castle Ruins)  
Level: 40  
Steal: NA -> Shell can cause him to drop a Recover Fruit  
Drop: Nettle

NAME: VAMPIRE BAT X2 (Palencia Castle Ruins)  
Level: 40  
Steal: NA (Speed Bottle)  
Drop: Herb

\*Rare Drop >WIND CHARM< is a battle specific drop in this battle.

The stone fly can petrify a group, so be careful. Other than that, the bats are just annoying.

+++++

After the battle go north to enter the lab.

-----  
LOCATION: BIO RESEARCH LAB  
ITEMS: LEAF'S BEAD  
-----

During this battle, you will be facing a wanted monster.

~~~~~ WM16 DIROS ~~~~~

REWARD: 1890G  
MERITS: 3  
HUNT POSTED: Palencia  
HUNT LOCATION: Palencia Castle Ruins - Bio Research Lab  
AVAILABLE: When Elc and Poco meet up for the first time  
WHEN TO COMPLETE: Automatic during story

+++++  
NAME: DIROS (Palencia Castle Ruins)  
Level: 42  
Steal: NA -> Shell can cause him to drop a Mint  
Drop: Sleep Ball

NAME: HELL HOUND x2 (Palencia Castle Ruins)  
Level: 41

Steal: NA (Atrophy Ball)  
Drop: Attack Bottle

\*Rare Drop >LIGHT CHARM< is a battle specific drop in this battle.

Ok so the hell hounds guard/evade like crazy ESPECIALLY when they are in critical condition. Diros can put a group to sleep and since he's got a spear he can hit multiple ally's but he is squishy so he'll go down easy. Hell Hounds fire breath can do up to 30 damage. This fight is pretty dangerous considering the ability of the hell hounds to evade physical attacks even from behind.

+++++

\*\*After the battle unequip Poco with the unicorn horn and shell if he has either of them equipped.

Go north where Poco is and cross the screen to the east, you'll have a scene. Once it's done Poco will give you >LEAF'S BEAD<. Go into you inventory and use it to return to Kukuru.

```
=====
| SABATICO SHRINE |
=====
\ ITEMS / LEAF'S BEAD /
=====
```

Kukuru will tell you to talk to her when you are ready. Go rest up and save then tell her you are ready and she will teleport you to Palencia.

```
=====
| PALENCIA <C9025>|
=====
\ ITEMS / ILLUSION ROBE /
=====
```

\*\*MISSABLE ITEM - DO NOT ENTER ANY BUILDINGS AND DONT LEAVE THE TOWN - Go north from where you start and you should see a little weapon stand. Buy a bunch of >ILLUSION ROBE<. This is the ONLY time the shop is open, and the ONLY place in the entire game to buy these, once you enter a building or leave town, the guy disappears for good. Buy a bunch of them, because you will want to level them up with the smith shop to get the max potential out of them. What you SPECIFICALLY want to do is level them up so that it turns into a MAGICillusion Robe, and try to max out the amount of MAG Boost it gives.

Afterwards check out the guild

-----  
LOCATION: PALENCIA GUILD  
-----

Collect your bounty for hunting down Diros. Check the posters again just to be safe, then move to the counter and push the plant out of the way to check another poster. You can attempt the Gia hunt if you want but he's level 90, so I'll be covering it later.

Your next destination is Palencia Tower, I recommend buying some recover fruits, there will be a part in which Elc will fight ALONE and saving at least 2-3 for that battle is recommended, so leave town when you are ready.

```
=====
| PALENCIA TOWER <C9026>|
=====
\ ITEMS / FIRANGI STRENGTHEN FRUIT B RING ARMOR /
/ \ LIFE NUT MAGIC SPRIG MAGIC CANCELER \
=====
```

\*Remember, Save 2-3 Recover Fruits for Elc's solo battle.

-----  
LOCATION: 1F HALL

ITEMS: FIRANGI, STRENGTHEN FRUIT, B RING ARMOR  
-----

Head directly east down the stairs.

>>Next Screen

Head south

>>Next Screen

Once you enter this room, go to the northwest exit.

>>Next Screen

Go north, flip the switch and enter the door.

>>Next Screen

Flip the switch in this room, then leave.

>>Next Screen

Take the southeast exit to be back where we started.

>>Next Screen

In this room again, take the northeast exit.

>>Next Screen

Go south to the next screen

>>Next Screen

South again

>>Next Screen

Head south, past the intersection to the southeast corner, you will find a chest containing >FIRANGI<. Now exit west.

>>Next Screen

Enter the room on this screen.

>>Next Screen

Open the chest in here for a >STRENGTHEN FRUIT<, then flip the switch in the northwest. Now exit, and go back to the intersection I mentioned earlier (south, east, north). Go west to the next screen.

>>Next Screen

Go into the door you just opened.

>>Next Screen

Flip the switch to lower some stairs to make a shortcut. Exit the screen to the west.

>>Next Screen

Exit south

>>Next Screen

Flip the last switch and return to the last screen.

>>Next Screen

From here use that short cut you made and enter the door that the guard is standing next to.

>>Next Screen

Head north

>>Next Screen

Flip the switch, but don't go through yet, instead head south on the other side of where you entered.

>>Next Screen

Follow the path to the next screen.

>>Next Screen

Flip the switch here, and enter the room.

>>Next Screen

Flip this switch and exit back out.

>>Next Screen

Head south (not the way you came from)

>>Next Screen

On this screen, you'll find a chest containing >B RING ARMOR<. Return back to the beginning of this zigzagging path (north, west, south, west, north)

Enter the door on this screen.

>>Next Screen

Head down the stairs

>>Next Screen

Head south and east up the stairs.

>>Next Screen

-----  
LOCATION: PRISON  
-----

Watch the scene and save your game, the chest is empty for some reason (Programming error?). Equip Poco with an Illusion Robe or the B Ring Armor, your choice, then exit and watch the scene.

When you regain control, ignore the switch you see and go east twice.

>>Next Screen

Flip the switch and enter the room.

>>Next Screen

Go north

>>Next Screen

Make your way to the western chest for a >LIFE NUT<, then as you continue towards the east you will be ambushed.

+++++  
NAME: MEDUSA LIZARD x4 (Palencia Tower)  
Level: 39  
Steal: NA -> Shell can cause them to drop a Magic Apple  
Drop: Nettle

\*Rare Drop >STRONG SPEAR< is a battle specific drop in this fight. (I got 2 of them on my first attempt - I love you unicorn horn)

These guys are really no challenge, just let them come to you, cast Battle Drum with Poco and you'll be fine.

+++++

After the battle continue to the northeast to open the chest containing a >MAGIC SPRIG<. Then exit to the south.

>>Next Screen

Go south and fall down the trap door. Listen to the robot and use the obvious switches :).

Flipping both switches makes a path to the west and the south. Head west first and flip both switches in this room. Now go south from this (the second) room

>>Next Screen

South again

>>Next Screen

Flip the left green switch, now head back to the room you started in, (north, north, east), and go south to the next room.

>>Next Screen

Go south again

>>Next Screen

Flip both green switches, and return to room you started in (north, north). Head east once you get here.

>>Next Screen

Open the chest for a >MAGIC CANCELER<, then go back west.

>>Next Screen

Go south.

>>Next Screen

Now go east and exit to the south.

>>Next Screen

Go south and up the stairs.

>>Next Screen

Flip the first switch you see, and there will be a small cutscene showing

stairs being lowered in the room where we had our first battle. Go west and avoid the trap you fell down earlier. Flip the switch next to it so that it turns green, the trap has been deactivated now. Exit north.

>>Next Screen

Exit this screen to the north via the path we just created.

>>Next Screen

Go north for a battle

+++++  
NAME: MAD MONK x2 (Palencia Tower)  
Level: 39 & 44  
Steal: NA -> Shell can cause them to drop an Herb  
Drop: Mint

NAME: MEDUSA LIZARD x2 (Palencia Tower)  
Level: 43 & 39  
Steal: NA -> Shell can cause the to drop a Magic Apple  
Drop: Nettle

\*Rare Drop >STRONG SPEAR< is a battle specific drop in this fight.

The Mad Monks have a sleep attack that can do upwards of 50 damage, so be sure to take them out first. Feel free to use your MP cause we'll be resting next.

+++++

Exit to the north.

>>Next Screen

Take the left staircase.

>>Next Screen

Watch the scene here, when given the chance to rest say "yes". Yaay more cute falling down sprites XD. After some more scenes, your party will split up and Elc will have to battle solo.

\*NOTE: both Elc battle and Poco's battle have rare drops, Poco's is better but if you want both, you'll have to hope to obtain the rare drop in Elc's battle with at least 1 enemy remaining, then unequip Elc with the Unicorn Horn and Shell. If you only want the one in Poco's battle, then feel free to switch Elc's equipment at the start of battle.

Hopefully you saved some recover fruits for this battle.

+++++  
NAME: NINJA LORD (Palencia Tower)  
Level: 42  
Steal: NONE  
Drop: Bomb

NAME: THUNDER BIRD x2 (Palencia Tower)  
Level: 40  
Steal: NA -> Shell can cause them to drop an Herb  
Drop: Rue's Medicine

\*Rare Drop >LIGHT CURSE< is a battle specific drop in this fight. Confirmed after 50+ attempts.

The ninja can be very annoying, not only because of his evade, but because he tends to use bomb shuriken instead of physically attacking, which prevents Elc from counterattacking. Stay where you are, and the farthest bird should not come towards you. If you're lucky the other bird will idle and you can deal with the ninja alone. The birds have a thunder breath which says "reduces

agility" when they are using it, but it actually reduces your offense.

Using Invisible can help, however you won't be able to attack from behind, so I recommend jumping behind the ninja and attacking, you should do about 60-80 damage (I combo'd for 90+ with a max attack weapon of only 17). Doing the same with the birds can outright kill them, use your saved recover fruits when needed.

+++++

After the battle, the scene shifts to Poco. Watch the lengthy scene and once the battle begins you must protect the girls as they head for the exit

\*Equip Poco with the Unicorn Horn and Shell once his turns comes up.

+++++

NAME: MANTICORE (Palencia Tower - Caves)

Level: 30

Steal: NA (Rue's Medicine)

Drop: Herb

NAME: GIANT BAT (Palencia Tower - Caves)

Level: 30

Steal: NA

Drop: Herb

\*Rare Drop >GROUND ROD< is a battle specific drop in this fight.

If the girls get injured just heal them, you can cast speed ocarina if you want as it will make it even easier. Once all the girls are through OR both enemies have been killed, Elc shows up and the second part of the battle begins.

NAME: POISON BAT x2 (Palencia Tower - Caves)

Level: 14

Steal: NA -> Shell can cause them to drop a Poison

Drop: Antidote Nut

NAME: NIGHTMARE (Palencia Tower - Caves)

Level: 16

Steal: NA -> Shell can cause them to drop a Mint

Drop: Herb

\*Rare Drop >GROUND ROD< is a battle specific drop in this fight.

Level 14 and 16, nuff said. Once Elc arrives have poco clear out the enemies to the north and then unequip his unicorn horn and give it back to Elc. Then have Elc kill the enemies to the south.

+++++

Congratulations you saved the villagers!!! XD

```
*=====
| SABATICO SHRINE <C9027>|
*=====
```

Once you regain control, go rest and save your game.

\*\*Unequip the unicorn horn and shell, cause we'll be shifting to a different party member shortly.

Once you are ready, leave the shrine and exit touvil to the west, there will be a short scene and the party will board the silver noah. Scene now shifts to our trusty Ninja/Thief Shuuuuu!!!!



<>=====///--//=====<>  
/// ROMALIA ///

\*=====\*  
| HOUFION <C9028>|  
\*=====\*

First order of business, equip Shu with the Unicorn Horn and Shell.

Now let's head for the guild

-----  
LOCATION: HOUFION GUILD  
-----

Check out the new wanted monster posters, there are 4 of them, and you'll be fighting some soon. There are no jobs for now.

The inn is in the southeast part of town.

Before going to the bar, make sure to have some recover fruits (2 should be enough)

Once you are ready go to the bar, which is North of the inn.

-----  
LOCATION: HOUFION BAR  
-----

Talk to the bartender, he won't give you info, but says Moris, in the inn, can help you out. Once you exit the bar, you'll be thrown into a battle.

+++++  
NAME: WEREWOLF x2 (Houfion Street)  
Level: 36  
Steal: Herb  
Drop: Rad's Nut

NAME: NINJA MASTER (Houfion Street)  
Level: 38  
Steal: Recover Fruit  
Drop: Cheer Nettle

\*Rare Drop >TRI-SHOT< is a battle specific drop on Houfion Street

Head towards the werewolf on the right first, try to stay away from the ninja for as long as you can. The werewolves are not that difficult, but the ninja has bomb shuriken at level 2, a Mirror Image attack that does about 30 damage from the front and he can also charge. He can also evade like crazy, surprisingly from behind most often, so try attacking him from the sides. You should be fine so long as you have some recover fruits.

Note: During one of my attempts at the rare drop, the ninja combo'd me from the side for 96 damage. And did 55 damage with a single hit (no combo).

+++++

After the battle go to the inn.

-----  
LOCATION: HOUFION INN  
-----

Talk to the innkeeper, then watch the scene. Moris tells us to go talk to the red-haired guy in the bar...(sound familiar?). Before doing so you should rest up, since after talking to the red-haired man you'll enter a battle. Leave the

inn and there will be a short cutscene.

-----  
LOCATION: HOUFION BAR  
-----

Our target is sitting on the west side of the bar, talk to him if you are ready. The scene shifts to the heap.

+++++  
NAME: TOSH (Story Battle - The Heap)  
Level: 46  
Steal: Bomb  
Drop: NA

Not too difficult, just attack normally, and heal when necessary.

+++++

When you regain control, follow Tosh. After the scenes tell him you're ready, and he will join you.

Our next destination is Romalia Tunnel, but instead let's do some Jobs first.

-----  
LOCATION: HOUFION GUILD  
-----

Available Jobs at the time:

[Job16] - STOP THE TERRIBLE GAS LEAK!  
[Job17] - GUARD THE RECYCLERS  
[Job18] - MONSTERS' FOOD!? - Exit and Re-enter after collecting job16 bounty

Buy a bunch of recover fruits before starting the jobs. Head east of Houfion to enter Heap Cave-In

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ Job16 - STOP THE TERRIBLE GAS LEAK! ~~~~~

REWARD: 3000G

MERITS: 7

JOB POSTED: Houfion

JOB LOCATION: Heap Cave-in

AVAILABLE: After speaking with Moris in Houfion Inn

WHEN TO COMPLETE: Before going to Romalia Tunnel with Tosh

BEST OUTCOME: Stop the gas leak - duh

\*=====\*

|           |              |               |   |
|-----------|--------------|---------------|---|
|           | HEAP CAVE-IN |               |   |
| *=====*   |              |               |   |
| \ ITEMS / | WINDMASK     | SMASH PADS    | / |
| /         | \ PALO'S NUT | POWER UNIT 05 | \ |
| *=====*   |              |               |   |

+++++

NAME: KING DRAGON (Heap Cave In)

Level: 38

Steal: Bitter Leaf

Drop: Recover Fruit

NAME: SKELETON KNIGHT (Heap Cave In)

Level: 38

Steal: Recover Fruit

Drop: Cheer Nettle

Not too difficult, Dragon's acid breath can lower your def and the skeleton have charge. Keep healed and you should be fine.

+++++

Once inside head north to an intersection and go west.

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - After the battle, go north to the next screen.

>>Next Screen

Open up the chests for >SMASH PADS<, >PALO'S NUT<, >WINDMASK<, and check to wall for >POWER UNIT 05<. Return to the previous screen.

>>Next Screen

Go west to the next screen.

>>Next Screen

Go west at the intersection

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - After the battle, go north to the next screen.

>>Next Screen

Go east

>>Next Screen

Go north for the last battle - (KING DRAGON x2, SKELETON KNIGHT x2) - after the battle flip the switch in the northwest corner, then exit this place.

Talk to the guy before leaving heap cave-in, he'll mention something about a door (Refers to job 18).

Back in town, you can collect your bounty, but before taking on another job you should rest up. You can do either job 17 or 18, for 18 to show up, just exit the town after collecting the bounty for job 16, then re-enter. But I'll be doing job 17 first.

~~~~~ Job17 - GUARD THE RECYCLER'S ~~~~~

REWARD: 2000G

MERITS: 5

JOB POSTED: Houfion

JOB LOCATION: Houfion Recycler's - Southwest building in town.

AVAILABLE: After speaking with Moris in Houfion Inn

WHEN TO COMPLETE: Before going to Romalia Tunnel

BEST OUTCOME: Don't let Bobby get attacked (not even once)

+++++

NAME: BLACK DRAGON (The Heap)

Level: 38

Steal: Cure-All

Drop: Antidote Nut

NAME: RABID BAT x2 (The Heap)

Level: 44

Steal: Magic Apple

Drop: Magic Apple

\*Rare Drop >BACKUS SWORD< is a battle specific drop in The Heap (not just in this battle)

Every time an enemy is killed a new one will spawn. It seems to be random; killed the black dragon, and another black dragon appeared, then I killed the rabid bat thinking a rabid bat would appear, but another black dragon appeared.

I've never had a problem with enemies going for Bobby, they seem to completely ignore him. The dragons are pretty strong and they know level 2 poison breath. Keep healed up, preferable above 75HP since that's how much the dragon hit me for and killed my Tosh.

Once bobby talks 4 times hang in there cause on his 5th, the battle will end.  
+++++

If you didn't get the rare drop, I recommend coming back to the heap for random battles, and try to obtain it. Tosh is the only one who can equip it. Not only does it have a max attack of 31, but also has the chance to reduce the enemies Offense and Magic attacks, pretty sweet.

Once you're done rest up and save, then take the last available job.

~~~~~ Job18 - MONSTERS' FOOD!? ~~~~~

REWARD: 4000G  
MERITS: 8  
JOB POSTED: Houfion  
JOB LOCATION: Heap Cave-In  
AVAILABLE: After completing Job16 - Stop the Terrible Gas Leak, just get the bounty for this job, exit town and re-enter and it will appear.  
WHEN TO COMPLETE: Before going to Romalia Tunnel  
BEST OUTCOME: Complete Puzzle at the end

We're headed back to heap cave-in, but this time there MAY be a lot more battles (See PUZZLE below), so come prepared with recover fruits (at least 10), I estimated about 2 recover fruits per battle, and some magic apples (rabid bat steal).

```
=====
```

|         |              |   |                    |          |                 |   |
|---------|--------------|---|--------------------|----------|-----------------|---|
|         | HEAP CAVE-IN |   |                    |          |                 |   |
| *=====* |              |   |                    |          |                 |   |
| \       | ITEMS        | / | CONF ANCIENT SPEAR | CURE-ALL | **POWER UNIT 12 | / |
| /       |              | \ | STRIPE             | CLOAK    |                 | \ |
| *=====* |              |   |                    |          |                 |   |

+++++

NAME: KING DRAGON (Heap Cave In)  
Level: 42  
Steal: Bitter Leaf  
Drop: Recover Fruit

NAME: SKELETON KNIGHT (Heap Cave In)  
Level: 42  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: GHOST KNIGHT (Monsters' Food job only)  
Level: 20  
Steal: Cheer Nettle  
Drop: Magic Apple

Not much has changed, except that the enemies have gained a few levels. If you are lucky, you'll get a few recover fruit drops along the way.

+++++

\*Just a quick note before we start, you can escape from battles if you want, by simply moving towards the exit in battle. Have Tosh as the decoy, and move Shu as far as he can go each turn.

At the first intersection, go west.

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - after the battle go north

>>Next Screen

You'll meet the guy who request the guilds help. After the conversation go inside the door he's standing by.

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - after the battle exit to the northeast

>>Next Screen

At the intersection go east.

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - after the battle collect the 2 chests containing >CONF ANCIENT SPEAR< and >CURE-ALL<. Then return to the previous screen.

>>Next Screen

Go north at the intersection now to the next screen

>>Next Screen

Go north again to the next screen

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - after the battle exit to the northeast

>>Next Screen

Pick up the >STRIPE< and >CLOAK< from the chests and exit east.

>>Next Screen

(KING DRAGON x2, SKELETON KNIGHT x2) - after the battle go north

>>Next Screen

Ignore the west intersection as it leads to a dead end battle (We'll return here after the Job, See NotePU12 below), instead go north.

>>Next Screen

PUZZLE

=====

\*It IS possible to NOT have to fight on the way out, I've only experience 2 ways in which you are guaranteed to fight on the way out.

1) skip the battle in the puzzle room, by exiting and re-entering the screen  
-this video shows the player getting caught on the way out (23:10-23:13)  
-[http://www.youtube.com/watch?v=Kr\\_ckoqZMNk](http://www.youtube.com/watch?v=Kr_ckoqZMNk)

2) having to restart the puzzle

-this happened to me on my first playthrough, and I fought all 5 battles on the way back out

\*Restart option is now available in the menu screen

This is the puzzle room, the tiles with the square design on it will summon 6 monsters to fight (we'll call these 'summon tiles'), so avoid walking on them. Notice the first 2 pillars as you enter the screen, the one on the right is on top of one of those tiles, so you are guaranteed to fight at least 1 battle here, so let's just leave that one till the end shall we.

Also notice at the top of the screen, you will have 6 squares in front of doors (yes those are doors), that is where you have to push the pillars, blocking each of the six doors. The 4th door from the left has a summon tile 2 squares below it, what that means is, if you end up with this door as your last door to block, you'll never be able to complete the puzzle and will have to restart, so I suggest blocking that one first :).

Once you are done, exit all the way back out. If you didn't skip the battle or use the restart option, then you SHOULD be enemy free on the way out, unless there is another requirement I'm missing.

South, south, west, west, south, south, west, south, there will be a little scene and you can now exit this place.

NotePU12: You can get >POWER UNIT 12< if you return here (after resting and saving obviously) and travel back to the intersection mentioned above and taking the left path.

Why it's worth getting now? Well Diekbeck currently has 2 power units equipped one with +9 ATK the other +10, with the power unit 5 you just picked up and this power unit 12, those are +12 ATK and +12 ATK resp., not to mention the def, agil, hp, etc boost he gets. This will be really good for the next dungeon, since it's a long dungeon and frankly, in the last dungeon, Diekbeck kept getting killed.

Before moving on I recommended earlier that you should fight a battle at The Heap and try to obtain the Backus Sword, if you have plenty of good weapons then don't worry about it, but I'll cover the random battle there just in case.

```

***** RANDOM BATTLE *****

```

```
+++++
NAME: ZOMBIE MASTER (The Heap)
Level: 45
Steal: Shadow Mask
Drop: Revival Dust
```

```
NAME: RABID BAT x2 (The Heap)
Level: 44
Steal: Magic Apple
Drop: Magic Apple
```

\*Rare Drop >BACKUS SWORD< is a battle specific drop in The Heap

Easy battle, the zombie master tends to throw stuff at you, shoes, cloth armor ..... his head. Anyways just beat them up and hope you get the sword.

```
+++++
```

Ok let's head for Romalia Tunnel

```
=====
| ROMALIA TUNNEL <C9029>|
=====
```

```
+++++
NAME: DARK STALKER (Romalia Tunnel)
Level: 46
Steal: Herb
Drop: Neba-Neba
```

```
NAME: ICE DEVIL x3 (Romalia Tunnel)
Level: 46(right), 57(left)
Steal: Magic Apple
Drop: Spirit Seed
```

\*Rare Drop >ELVEN BOOTS< is a battle specific drop in this battle.

Go for the dark stalker and ice devil to your right to start, since the enemies to the left are 11 levels higher. Make sure to kill off the 2 enemies at the beginning cause you don't want all 4 ganging up on you. The Dark Stalker may blow himself up after 1 hit, this is preferred since it does less damage then his physicals. The ice devils, particularly the ones on the left side can counter for about 25+ damage so be careful when dealing with both of them, heal with recover fruits when your HP gets below 50.

```
+++++
```

After the battle head back to town.

```
=====
| HOUFION <C9030>|
=====
\ ITEMS / CAST-OFF BALL /
=====
```

Go to the inn to rest and save first, if you haven't checked the wanted monsters in the guild then do it now, since there will be one in the next story battle, buy some recover fruits for you and possibly the enemy (explained in battle section).

```

LOCATION: HOUFION GUILD

```

[WM17] - SA-200SP

When you are ready go back to your base.

```

LOCATION: RESISTANCE BASE (HOUFION)

```

```
~~~~~ WM17 SA-200SP ~~~~~
```

```
+++++
NAME: SA-200SP (Houfion Resistance Base)
Level: 46
Steal: Paralyzer
Drop: Sub-Machine Gun
```

```
NAME: SA-200 (Houfion Resistance Base)
Level: 57
Steal: None
Drop: Sub-Machine Gun
```

```
NAME: SA-100 (Houfion Resistance Base)
Level: 46 & 57
```

Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >RAGE WEAKEN DUST< is a battle specific drop in this fight (I got 2 in this battle)

Cast speed up with Shu, and basically let the enemies come to you. This is pretty much a counters war, since both sides are physical based, so keep healed and when the SA-200SP comes near you, try to steal his Paralyzer item. Keep Tosh away from him, cause his counter could easily kill him outright. Shu's counter will weaken him and that's what the extra Recover fruits are for, just toss them on SA-200SP to heal him back up, then continue attempting to steal with Shu.

+++++

After the lengthy cutscene, you'll be given the [CAST-OFF BALL] rest and save at the inn, restock on Recover Fruits, around 10-15 (seriously). Once ready head for Romalia Tunnel again.

\*Equip Tosh with the Unicorn Horn if you didn't obtain the Elven Shoes earlier, he'll be fighting plenty of enemies so he has a good chance of getting them with the unicorn horn equipped.

\*=====\*

|  |                |         |
|--|----------------|---------|
|  | ROMALIA TUNNEL | <C9031> |
|--|----------------|---------|

\*=====\*

+++++

NAME: MUD BATTLER x3 (Romalia Tunnel)  
Level: 47  
Steal: NA (Attack Bottle)  
Drop: Atrophy Ball

NAME: EARTH DEVIL x3 (Romalia Tunnel)  
Level: 47  
Steal: NA (Bitter Leaf)  
Drop: Black Powder

\*Rare Drop >ELVEN BOOTS< is a battle specific drop in Romalia Tunnel

Ok so Tosh will be fighting alone, hopefully you bought enough recover fruits. If you have the Meow Sword feel free to equip it, as it gives a large defense boost. One strategy is to use his paralyze attack, it makes things a lot easier and the passing turns less troublesome. We want to take as many turns as we can. Each turn enemies are killed, a random enemy (of the 2 possible) will respawn on the left side of the screen so keep Tosh on the far right, this will cause turns to be wasted as the enemies move towards him.

+++++

After the 20th turn, use the cast-off ball and the story will switch to Shu

+++++

NAME: SOOTHESAYER (Romalia Tunnel)  
Level: 32  
Steal: None  
Drop: None

NAME: FIRE GOLEM x2 (Romalia Tunnel)  
Level: 32  
Steal: None  
Drop: None

\*No Rare Drop, No Regular Drops, No Steals in this battle

Ok so here's how this works, you can only do 1 thing per turn to those bombs.  
-open the cover  
-set the timer



-turn on the switch

So that's a total of 6 turns just to set the 2 remaining bombs, well 5 turns really, since once you finish you need to end turn to continue the story. But just like chests on the battlefield, you can do something to the bomb AND attack the enemy in the same turn, just make sure to do the bomb thing first obviously.

The amount of turns Tosh takes will determine when you get a "Plan Failed" message and have to start over from Tosh's scenario. So if Tosh withstood 20 turns and you defeated the enemies by turn 6 then that would mean you had 14 turns before the plan fails.

As for the enemies, they're only level 32 so you should easily handle them. The soothsayer will go down quick and will mostly attack physically. The fire golems will attack from angles, thus, no counterattacks are possible, just attack them from behind.

NOTE: the fastest I was able to activate all bombs AND kill the 3 enemies was by turn 6.

+++++

Afterwards, watch the cool FMV and the scenes that follow. When you regain control exit the screen to the west. Watch the scene and when you regain control again exit to the east and we'll be inside ...

```
*=====*
|                CHIMERA RESEARCH LAB (ROMALIA)                <C9032>|
*=====*
\ ITEMS /      SPARK FLAIL                ANCIENT SPEAR                /
/          \      STRENGTHEN FRUIT        SCALE WHIP                \
*=====*
```

#### SHU AND TOSH'S SCENARIO

=====

Head east and north at the fork, then down the stairs.

>>Next Screen

Go left and down the stairs.

>>Next Screen

Right and down

>>Next Screen

Left and down

>>Next Screen

Right and down

>>Next Screen

Go left and don't worry it's not a battle, after the scene continue left and south through the door.

>>Next Screen

In here you'll meet Lieza and Gogen, they'll go with you, but you can't use them in your battle party yet. Go south and through the door

>>Next Screen

Go west, flip the switch and enter the door.

>>Next Screen

\*\*If you are trying to obtain the rare drop in this battle, make sure to UNEQUIP the unicorn horn after you get drop, but still during the battle, since you won't have a chance after the battle.

+++++

NAME: FAKE GOGEN (Chimera Research Lab)

Level: 57!! (See NOTE 4)

Steal: Bomb

Drop: Herb

NAME: FAKE LIEZA (Chimera Research Lab)

Level: 45 (See NOTE 4)

Steal: Bomb

Drop: Herb

NAME: BLOOD ZOMBIE (Chimera Research Lab)

Level: 57 & 48 (See NOTE 4)

Steal: Recover Fruit

Drop: Mint

\*Rare Drop >ELEGANT CLOAK< is a battle specific drop in this fight.

If you have something similar in terms of Gogen's level, then he will get his turn before Tosh, and thus hit him with magic doing around 80-100 damage. You really need to kill him quickly. Hopefully you didn't use too many recover fruits on romalia tunnel cause you'll need them here. Lieza really isn't a treat, but the blood zombies can be tough, since they counter for about 25+ damage, try paralyzing them with tosh to minimize the damage you receive.

+++++

After the battle there's a scene and we shift to Lieza and Gogen, the real ones :).

LIEZA AND GOGEN'S SCENARIO

=====

\*Equip the unicorn horn on Lieza or Gogen.

From where you start go east and then north at the intersection to a chest, but before you can get it, you are ambushed.

+++++

NAME: GHOULGOYLES x3 (Chimera Research Lab)

Level: 48

Steal: NA (Cheer Nettle)

Drop: Neba-Neba

\*Rare Drop >MELODY CAP< is a battle specific drop in this fight.

Ok this battle is just stupid, you'll be lucky if more than 2 of your characters can even ACT on their turn because of the stupid programmers deciding to shove you into a corner and have 3 flying enemies walk around the edges and pummel you to death. If it wasn't for Gogen, there would be no way to win this battle, seriously. KEEP HIM HEALED in this battle. The Ghoulgoyles counter attack was hitting me for 35-40 damage!! So basically I was asking to be killed if I tried physically attacking them.

+++++

After the battle, pick up the chest containing a >SPARK FLAIL<. Then go to the northwest flip the switch and enter the door.

>>Next Screen

Move up and grab the chest containing >ANCIENT SPEAR<, and leave.

>>Next Screen

Now go to the northeast, flip the switch and enter.

>>Next Screen

\*If you are trying to obtain the rare drop in this battle, make sure to UNEQUIP the unicorn horn after you get the drop, but still during the battle, since you won't have a chance after the battle.

+++++  
NAME: FAKE TOSH (Chimera Research Lab)  
Level: 37 (See NOTE 4)  
Steal: Bomb  
Drop: Herb

NAME: FAKE SHU (Chimera Research Lab)  
Level: 35 (See NOTE 4)  
Steal: Bomb  
Drop: Herb

\*Rare Drop >MELODY CAP< is a battle specific drop in this fight.

Easier then the last 2 battles that's for sure. With their low levels and being outnumbered 5-2, you shouldn't have trouble here. I'd go for Tosh first since he has lower HP.

+++++  
After the battle, we switch to Elc, Diekbeck, and Poco.

ELC, DIEKBECK, AND POCO'S SCENARIO  
=====

From where you start, there will be a door and 6 switches

A B C "door" D E F

Switch A will summon 2 Ghoulgoyles  
\*Switch B will Heal you (One time only)  
Switch C will summon 2 Blood Zombies  
Switch D will summon 2 Blood Zombies  
\*Switch E will OPEN the door  
Switch F will summon 2 Ghoulgoyles

So equip everyone to the max, remember diekbecks power units we got? When you equip them he'll need to be healed to full, so that B switch will do that. Once you are ready, flip the E switch and head on in for another fight.

>>Next Screen

\*If you are trying to obtain the rare drop in this battle, make sure to UNEQUIP the unicorn horn after you get the drop, but still during the battle, since you won't have a chance after the battle.

+++++  
NAME: FAKE KUKURU (Chimera Research Lab)  
Level: 40 (See NOTE 4)  
Steal: Bomb  
Drop: Herb

NAME: FAKE ARC (Chimera Research Lab)  
Level: 40 (See NOTE 4)  
Steal: Bomb  
Drop: Herb

\*Rare Drop >ELEGANT CLOAK< is a battle specific drop in this fight.

These two have an arsenal of skills they can use on you, just check the status screen. I'd take out Kukuru first, not only cause she can heal, but provided she is at the same level as Arc (like they are in my game), she has a lot lower defense then him, so she'll be easier to take down. Afterwards just take out Arc.

+++++

After the battle we switch to Shante and Gruga

#### SHANTE AND GRUGA'S SCENARIO

=====

\*Equip the unicorn horn and move up to the intersection

+++++

NAME: GHOULGOYLE x2 (Chimera Research Lab)

Level: 38

Steal: NA (Cheer Nettle)

Drop: Neba-Neba

NAME: BLOOD ZOMBIE (Chimera Research Lab)

Level: 38

Steal: NA (Recover Fruit)

Drop: Mint

\*Rare Drop >MAGIC GUARD< is a battle specific drop in this fight.

Not a difficult battle, just have Gruga attack and Shante heal and you'll be fine.

+++++

Go north at the intersection and flip the switch, then go through the northwest door.

>>Next Screen

\*If you are trying to obtain the rare drop in this battle, make sure to UNEQUIP the unicorn horn after you get the drop, but still during the battle, since you won't have a chance after the battle.

+++++

NAME: DOPPLE-ALFRED (Chimera Research Lab)

Level: 36 (See NOTE 4)

Steal: NONE

Drop: NONE

NAME: DOPPLE-ELC (Chimera Research Lab)

Level: 38 (See NOTE 4)

Steal: NA -> Shell can cause him to drop a bomb

Drop: Herb

NAME: DOPPLE-LIEZA (Chimera Research Lab)

Level: 38 (See NOTE 4)

Steal: NA -> Shell can cause her to drop a bomb

Drop: Herb

\*Rare Drop >MAGIC GUARD< is a battle specific drop in this fight.

Slightly challenging, cast silent to prevent the spells these 3 like to cast; Lieza - power loss, Elc - firestorm, and Alfred - divine judgement. Hopefully at least 2 get silent to land, then just send Gruga to do all the dirty work. Shante's Divide can help out with about 20+ damage.

+++++

After the fight it's IGA's turn

## IGA'S SCENARIO

=====

To be honest, you can just skip the first 2 rooms, the last room is where we need to go, so if you want to fight a battle because you didn't get the magic guard earlier, then equip Iga with the unicorn horn and fight the extra battles, but make sure to equip him with a good piece of armor since both his starting accessories are bad. The second room can be refought over and over.

When you are ready enter the far east room.

>>Next Screen

+++++  
NAME: GHOULGOYLE x2 (Chimera Research Lab)  
Level: 38  
Steal: NA (Cheer Nettle)  
Drop: Neba-Neba

\*Rare Drop >MAGIC GUARD< is a battle specific drop in this fight.

Not a difficult battle, just have attack from behind, and if you get them in a line formation have him use Kijinryu-eiha it hits in a straight line (2 enemies) for a about 50 damage. Use Recover Fruit if necessary.

+++++

After the battle watch the scene, and prepare for some excitement!!

We have ALL our characters back YAAAAYYYY!!!! So equip whichever 5 you feel like using.

## WHOLE PARTY SCENARIO

=====

Each of the 4 rooms you enter will have a couple predetermined characters that you must use for each rooms battle.

SOUTHWEST STAIRS - (Tosh and Iga are mandatory)

-----

>>Next Screen

+++++  
NAME: FLESH FLICKER x6 (Chimera Research Lab)  
Level: 49  
Steal: Bomb  
Drop: Nettle

\*Rare Drop >ICEKNIFE< is a battle specific drop in this fight.

Damage wise, they hit for around 20-40, and they can use petro wind which can stone multiple allies. If you chose Gogen for this battle, then have him unleash some spells for 60-80 per enemy, if not, then you'll need to be a little more careful, make sure you have a healer and you'll be fine.

+++++

After the fight go into the north room

>>Next Screen

Open the chest for a >STRENGTHEN FRUIT<, then exit again and go back to the main room.

>>Next Screen

SOUTHEAST STAIRS - (Elc and Lieza are mandatory)

-----

>>Next Screen

Lieza's so cute XD

+++++  
NAME: BLOOD ZOMBIE x6 (Chimera Research Lab)  
Level: 48  
Steal: Recover Fruit  
Drop: Mint

\*Rare Drop >ICEKNIFE< is a battle specific drop in this fight.

Easier then the last room, poco's orchestra hit and gogens explosion put all 6 of them in HP=1 status :).

+++++

Enter the room and open the chest for a >SCALE WHIP<, then return to the main room.

>>Next Screen

NORTHWEST STAIRS - (Poco and Gogen are mandatory)

-----

>>Next Screen

+++++  
NAME: GHOUL x6 (Chimera Research Lab)  
Level: 49  
Steal: Paralysis Apple  
Drop: Rue's Medicine

\*Rare Drop >ICEKNIFE< is a battle specific drop in this fight.

These guys can be annoying since they like to use paralyze wind, try not to group up or you can easily be killed. It's a good thing poco and gogen are mandatory, use the same spells as last battle to cripple them quickly.

+++++

After the battle enter the room for some well deserved rest. Then exit back to the main room

>>Next Screen

NORTHEAST STAIRS - (Gruga, Shu and Shante are mandatory)

-----

>>Next Screen

+++++  
NAME: ZOMBIE x6 (Chimera Research Lab)  
Level: 49  
Steal: Poison  
Drop: Antidote Nut

\*Rare Drop >ICEKNIFE< is a battle specific drop in this fight.

These guys use poison wind, but I found them to be the easiest of the 4 fights, just send Gruga up there and if he has a pole equipped he can hit 3 enemies at the same time on his counterattacks, haha awesome..

+++++

After the fight head through the door and flip the switch, then enter the room.

>>Next Screen

In this room, head north to witness a scene, then enter the door that was opened for you, in this room ELC cannot be a member of the team.

+++++  
NAME: FAKE ELC x6 (Chimera Research Lab)  
Level: 50  
Steal: Bomb  
Drop: Herb

\*Rare Drop >ICEKNIFE< is a battle specific drop in this fight.

Can you say DEFEND, seriously Elc defends like crazy, especially when he's in critical condition, anyways, this battle is nothing compared to what's next. Take Poco and Gogen with you and hit all of them with magic, then clean up with physicals if you can hit him.

+++++

Head back down to where the scene happened before and it will happen again, this time opening the northwest door, so head on through, but in this battle Tosh can't be used. Make sure you are ready for this fight, I recommend Elc, Gruga, Poco, Gogen and Lieza. Equip Elc with the Melody Cap if you got one.

+++++  
NAME: FAKE TOSH x6 (Chimera Research Lab)  
Level: 50  
Steal: Bomb  
Drop: Herb

\*Rare Drop >ICEKNIFE< is a battle specific drop in this fight.

Ok so if you got the melody cap on Elc he will go first, so move him right next to one of the fake tosh's and cast invisible. All of them will attack elc doing 0 damage, once all 6 go, it'll be your turn. Unleash your best. By the time my other 4 characters had gone, I had already killed 4 of them. The other 2 had 14, and 13 HP resp, so I just casted an explosion with elc since I knew it would be enough to kill both of them. So other than the 1 counter attack on gruga, I didn't even get hit in this battle.

+++++

Exit and go back down to where the scene happens and the middle door will be opened. This leads to the boss, so be prepared.

MY PARTY - Arc, Poco, Tosh, Lieza, Gogen

+++++  
NAME: GALLARNO x7 - BOSS (Chimera Research Lab)  
Level: 52(6 skin pieces), 54 (main)  
Steal: None  
Drop: None

NAME: DEATH MAGE x2 (replaced 3x for a total of 8) (Chimera Research Lab)  
Level: 48  
Steal: Whisper Tonic  
Drop: Spirit Seed

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in this fight.

Gallarno's attacks:

Hell Burst 50-65 damage

Double heat breath 40-45 damage (2 rows horizontally in front of him)

There are 6 skin parts of Gallarno you need to kill before you can attack him physically, the death mages will use hell stairs which hits for about 25-35 damage, they won't move towards you so you can just leave them. Feel free to use a Fire Curse item if you still have it in your inventory at the start of battle, then keep casting Explosion on all 7 parts of gallarno with Gogen, and when he runs out of MP use Rob Mind to suck back 8 from the mages, or 16 from

gallarno, but you'd have to have Gogen in front of him, which could be dangerous. You should probably switch Arc's weapon if you have something better. Overall it's not a hard battle.

+++++

Afterwards we be back in ...

```
*=====*
|                      ROMALIA SKYPORT                      |
*=====*
```

Talk to Chongara, ignore him for a minute and leave the skyport via the south entrance, back onto the romalia map. Go to Houfion for some jobs, but first rest and save since it's definitely been a while.

```
*=====*
|                      HOUFION                      <C9033>|
*=====*
```

Sell some crap you don't need, and take the job that is available.

- [Job19] - CATCH THE SCRAP THIEF
- [Job20] - SLAY THE NOCTURNAL MONSTER (available after job 19)
- [WM18] - JACKAL (available after job19 - during job20)
- [WM19] - GRAVIS
- [WM23] - DORAROSH - not available yet

```
*****
***** JOBS *****
*****
```

~~~~~ Job19 - CATCH THE SCRAP THIEF ~~~~~

REWARD: 4000G
MERITS: 8
JOB POSTED: Houfion
JOB LOCATION: Houfion Recyclers
AVAILABLE: After completing Chimera Research Lab (Romalia)
WHEN TO COMPLETE: Return to Houfion after talking to Chongara about Greyshinne but before actually going there.
BEST OUTCOME: Defeat all Enemies

Go to houfion recyclers and the job will start

```
+++++
NAME: ACID SLIME x6 (Houfion Recycler's)
Level: 47
Steal: Bitter Leaf
Drop: Herb
```

*No rare drops

This is easy, have fun :).
+++++

Go collect your bounty, then exit town and re-enter for the next job to appear. Before accepting it, make sure you checked out the Jackal Poster in the guild (bottom left), the next job will start automatically after accepting it.

```
~~~~~ Job20 SLAY THE NOCTURNAL MONSTERS ~~~~~
~~~~~ WM18 JACKAL ~~~~~
```

These two occur at the same time

REWARD: 2000G
MERITS: 5

JOB POSTED: Houfion
JOB LOCATION: Houfion Street
AVAILABLE: After completing job19
WHEN TO COMPLETE: Return to Houfion after talking to Chongara about Greyshinne
but before actually going there
BEST OUTCOME: Defeat all monsters

REWARD: 3330G
MERITS: 4
HUNT POSTED: Houfion
HUNT LOCATION: Houfion Street
AVAILABLE: After completing job19 (during job20)
WHEN TO COMPLETE: Return to Houfion after talking to Chongara about Greyshinne
but before actually going there

+++++
NAME: JACKAL (Houfion Street)
Level: 50
Steal: Herb
Drop: Jump Nettle

NAME: WEREJACKAL x5 (Houfion Street)
Level: 48
Steal: Cheer Nettle
Drop: Speed Bottle

*Rare Drop >TRI-SHOT< is a battle specific drop on Houfion Street.

This can be difficult since the werejackals and jackal are both pretty strong,
not to mention the werejackals can cast speed up, so bring Shu into this
battle and have him cast speed up to be on even terms. I also recommend poco
for his battle drum, and if you really want to make this easy, bring Gogen for
his level 2 explosion.

+++++

Afterwards, rest up and save and let's do the other available wanted monster.

***** WANTED MONSTERS *****

~~~~~ WM19 GRAVIS ~~~~~

REWARD: 2160G  
MERITS: 3  
HUNT POSTED: Houfion  
HUNT LOCATION: The Heap  
AVAILABLE: After completing Chimera Research Lab (Romalia)  
WHEN TO COMPLETE: Return to Houfion after talking to Chongara about Greyshinne  
but before actually going there

\*Keep entering and exiting until he shows up. He will show up BEFORE you have  
to select your party members, so if he doesn't show up just pick ONE fast  
character and exit the screen.

+++++  
NAME: GRAVIS (The Heap)  
Level: 48  
Steal: Bomb  
Drop: Drowned Ax

NAME: BLACK DRAGON x2 (The Heap)  
Level: 52  
Steal: Cure-All  
Drop: Antidote Nut

NAME: RABID BAT x6 (The Heap)  
Level: 50  
Steal: Magic Apple  
Drop: Magic Apple

\*Rare Drop >BACKUS SWORD< is a battle specific drop at the heap.

Gravis will start at the upper right corner, so he won't get to you for at least a couple turns. Bring Gogen in and have him cast level 2 magic on a group. Do this by grouping yourselves together and letting the enemies come to you. The Black Dragons can cast level 2 poison wind, but if you brought a healer, this can easily be remedied. Clean up with physicals. The chances of gravis dropping his drowned axe seem to be very high.

+++++

Jobs and Hunts are done for now, feel free to skip this next part, as I'm only doing it to obtain some strengthen fruits, and it's not worth doing unless you have the unicorn horn.

\*\*\*\*\*  
\*\*\*\*\* RANDOM BATTLES \*\*\*\*\*  
\*\*\*\*\*

\*=====\*

|  |                  |  |
|--|------------------|--|
|  | THE HEAP CAVE-IN |  |
|--|------------------|--|

\*=====\*

+++++

NAME: SALAMANDER X4 (The Heap Cave-In - post CRL (Romalia))  
Level: 39  
Steal: Magic Apple  
Drop: Strengthen Fruit

NAME: GHOST KNIGHT X3 (The Heap Cave-In - post CRL (Romalia))  
Level: 39  
Steal: Cheer Nettle  
Drop: Magic Apple

Salamanders know level 2 explosion and have a level 2 fire breath as well. The ghost knights can be dangerous with charge. With 5 characters, it's not too difficult.

+++++

Ok so once you've gotten enough strengthen fruits (5-8), rest up, save up then go to romalia skyport and take off.

<>=====//-----//=====<>  
                  ///                  ///  
                  GREYSHINNE  
<>=====//-----//=====<>

Welcome to the continent of Greyshinne. Let's head for the town shall we.

\*=====\*

|  |        |         |
|--|--------|---------|
|  | PAYSUS | <C9034> |
|--|--------|---------|

\*=====\*

First things first, head for the guild

-----  
LOCATION: PAYSUS GUILD  
-----

[WM20] - KIDO  
[WM21] - BISHAMON  
[WM42] - FLAME BROTHERS - not available for a while  
[WM22] - HELL SPAWN - not yet available

Nothing else here so head out and let's get those 2 hunts done first, feel free to do either one first since they can both appear, even at the same time.

\*\*\*\*\*  
\*\*\*\*\* WANTED MONSTERS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ WM20 KIDO ~~~~~

REWARD: 2250G
MERITS: 3
HUNT POSTED: PAYSUS
HUNT LOCATION: Rutar/Noyam/Anan
AVAILABLE: First time you reach Greyshinne
WHEN TO COMPLETE: First time you reach Greyshinne

+++++
NAME: KIDO (Rutar/Noyam/Anan)
Level: 50
Steal: Herb
Drop: Mint

NAME: DEATH WIZARD x4/x1/x5 (Rutar/Noyam/Anan)
Level: 46
Steal: Magic Apple
Drop: Revival Dust

NAME: SOUL KNIGHT x2/x5/x1 (Rutar/Noyam/Anan)
Level: 47
Steal: Cheer Nettle
Drop: Strengthen Fruit

*Rare Drop >FLAMEGRIZZLE FANG< is a battle specific drop in Rutar Plains, Noyam Plains, and Anan Flats.

Kido can use divine judgement for about 50+ damage, so be careful. He's pretty weak however, my Arc killed him in 1 hit (counterattack). The other enemies use physical attacks but do have a Death skill they can pull out.

+++++

~~~~~ WM21 BISHAMON ~~~~~

REWARD: 2250G  
MERITS: 3  
HUNT POSTED: PAYSUS  
HUNT LOCATION: Rutar/Noyam/Anan  
AVAILABLE: First time you reach Greyshinne  
WHEN TO COMPLETE: First time you reach Greyshinne

+++++  
NAME: BISHAMON (Rutar/Noyam/Anan)  
Level: 50  
Steal: Cheer Nettle  
Drop: Whirlwind Edge

NAME: DEATH WIZARD x4/x1/x5 (Rutar/Noyam/Anan)  
Level: 46  
Steal: Magic Apple  
Drop: Revival Dust

NAME: SOUL KNIGHT x2/x5/x1 (Rutar/Noyam/Anan)

Level: 47

Steal: Cheer Nettle

Drop: Strengthen Fruit

\*Rare Drop >FLAMEGRIZZLE FANG< is a battle specific drop in Rutar Plains, Noyam Plains, and Anan Flats.

Bishamon doesn't have many skills (charge, expand range), however, like the other soul knights they can combo for quite a bit of damage, especially if they charged the turn before. The other enemies use physical attacks but do have a Death skill they can pull out.

+++++

Once you are done, rest up and save. This next part is optional, but you'll eventually want to do it anyways, so might as well do it now, plus we'll get some cool items along the way, especially for Diekbeck :).

```
*=====
|                               SEALED RUINS - GREYSHINNE                               <C9035>|
*=====
\ ITEMS /      BLOOD BOMB      GARLAND      /
/         \      CURE-ALL      RECOVER FRUIT  \
\         /      SKULL MASK    MAGIC APPLE    /
/         \      MAGIC SPRIG   BORAK KNIFE   \
\         /      EARTH CHARM   ELVEN CLOAK   /
/         \      MAGIC GUARD   WATER STAFF   \
\         /      POWER UNIT 06  POWER UNIT 07  /
*=====*
```

Look at all those items!!! As for enemies, there are only 2 in here.

+++++

NAME: GHOST (Sealed Ruins - Greyshinne)

Level: 40 + 1 per floor

Steal: None

Drop: Green Mem Grass

NAME: LIVING ARMOR (Sealed Ruins - Greyshinne)

Level: 40 + 1 per floor

Steal: Cheer Nettle

Drop: Revival Dust

\*Rare Drop >SIXTEENTH NIGHT< is a battle specific drop on ANY floor in these ruins.

Living armors have charge and a very annoying paralyze wind. Make sure to NOT group together. The ghosts only have wind slash. Overall these battles are not difficult, provided, you don't get multiple members paralyzed.

+++++

-----  
LOCATION: SEALED RUINS - RUINS ENTRANCE

ITEMS: BLOOD BOMB, GARLAND  
-----

Don't go towards the east, you can easily get trapped in that narrow passage and get all your characters paralyzed, let those enemies come to you since you start in a wide open area, make sure to take care of the enemies to the north first. Take the >BLOOD BOMB< (does about 75-100 damage to 1 enemy) and >GARLAND< from the chests, then take the exit to the east when you are done.

-----

LOCATION: SEALED RUINS B1

ITEMS: CURE-ALL

---

Move along towards the enemies. Since the living armors start so far away, they may just charge for a couple turns, so once you reach them cast power loss to minimize the damage. Pick up the chest containing >CURE-ALL<. The exit is in the southwest.

---

LOCATION: SEALED RUINS B2

ITEMS: RECOVER FRUIT

---

On this floor, the AI for the living armors will be stupid, so you'll have to make your way around to actually get to them. Grab the >RECOVER FRUIT< from the chest. Exit is south of where you start, but you have to travel all the way around.

---

LOCATION: SEALED RUINS B3

ITEMS: SKULL MASK

---

Head west killing the ghost on the way, then at the intersection just wait for the living armors to come up, again don't bunch up, after the fight pick up the >SKULL MASK< to the west and exit south of the intersection.

---

LOCATION: SEALED RUINS B4

ITEMS: MAGIC APPLE, MAGIC SPRIG, POWER UNIT 06

---

No enemies on this floor, start by heading north of the entrance to grab the >POWER UNIT 06< out of the wall, equip it on Diekbeck if you brought him (I did :)). Then go west and north again to grab 2 chests containing >MAGIC APPLE< and >MAGIC SPRIG<. Head south for a healing point and exit to the next floor when you are ready.

\*NOTE you can return to this floor and recover at the healing point any time you want now, since the enemies don't respawn unless you leave the entire dungeon.

---

LOCATION: SEALED RUINS B5

ITEMS: ELVEN CLOAK, BORAK KNIFE, EARTH CHARM

---

Head west and deal with the ghosts then head south and east to deal with the lone living armor. The enemies at the bottom will be stupid again and by the time you reach them they will have charge a couple times so be careful. Pick up the 3 chests containing >EARTH CHARM<, >BORAK KNIFE<, >ELVEN CLOAK<, nice! Take the southeastern exit when you're done.

---

LOCATION: SEALED RUINS B6

ITEMS: NONE

---

No items on this floor, so just move north killing the enemies as you go to the next floor. I had to return to B4 to recover, because one of those living armors, who charged twice, hit my lieza from behind for 125 damage.

---

LOCATION: SEALED RUINS B7

ITEMS: MAGIC GUARD, WATER STAFF

---

Head north killing the enemies as you go, the exit is on the far east side and then south. Don't forget to pick up the >MAGIC GUARD< and >WATER STAFF< before exiting to the last floor.

-----  
LOCATION: SEALED RUINS B8  
ITEMS: POWER UNIT 07  
-----

Choose either direction, the living armor will mostly charge to start regardless of which direction you take, so best to stay together for max damage output and healing. When you're done, go to the south end of the room and grab the >POWER UNIT 07< out of the wall. Then exit out this place.

\*In order to access the next continents sealed ruins, you will need the power units from these sealed ruins

When you are ready to continue with the story go the Amaidar Temple in the northwest part of the map.

\*=====\*

|  |                |  |
|--|----------------|--|
|  | AMAIDAR TEMPLE |  |
|--|----------------|--|

\*=====\*

After some scenes you will get a new party member, not permanent yet though. Next head back to Paysus Library.

\*=====\*

|  |        |         |
|--|--------|---------|
|  | PAYSUS | <C9036> |
|--|--------|---------|

\*=====\*

Enter the first building on your left.

-----  
LOCATION: PAYSUS LIBRARY  
-----

Go up to the second floor and watch the scenes. Head back down to the first floor and try to exit for some more scenes. Afterwards you have to find and talk to a bald man wearing blue carrying a bag.

Man's Locations - talk to all of them

- 1) Immediately upon exiting the library
- 2) Southeast of the guild
- 3) Inside guild (east side)
- 4) North of the guild
- 5) South of the inn
- 6) Inside weapon shop (immediately head east)
- 7) Inside the inn 1F
- 8) Inside inn 2F (west of counter)
- 9) Inside inn 2F (northeast room)
- 10) Inside the library 1F (go immediately east)
- 11) Inside the library 2F

After talking to the guy on the second floor of the library, talk to him again and ask about the 'alibi', then talk to him again and he'll ask how many people you've talked to (11). He'll then tell you there are only 3 possible locations for him to have escaped, Rutar, Noyam, Anan. So leave town and go to Noyam to retrieve the Amaidar Scripture that was stolen.

\*=====\*

|  |             |         |
|--|-------------|---------|
|  | NOYAM PLAIN | <C9037> |
|--|-------------|---------|

\*=====\*

Upon entering, there is a scene with the culprit, followed by a battle.

+++++  
NAME: SOUL KNIGHT x7 (Noyam Plains)  
Level: 47  
Steal: Cheer Nettle  
Drop: Strengthen Fruit

\*Rare Drop >FLAMEGRIZZLE FANG< is a battle specific drop in Rutar Plains,  
Noyam Plains, and Anan Flats.

Of all the times I've fought these guys not once did they use the death spell.  
They can hit hard though, they combo'd my Iga for 72 damage from the front and  
85 from the side, and they killed him, although he did only have 27 def.

+++++

After the fight we retrieve the AMAIDAR SCRIPTURE. Before continuing with the  
story, go to the guild in paysus for some new jobs.

-----  
LOCATION: PAYSUS GUILD  
-----

Make sure to check the Hell Spawn Poster if you didn't already.

Hunts:

[WM22] - HELL SPAWN

Jobs:

[Job21] - PLAY CUPID

[Job22] - FIND A NEW HOME - can't complete yet

\*\*\*\*\*  
\*\*\*\*\* WANTED MONSTERS/JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ WM22 HELL SPAWN ~~~~~  
~~~~~ Job21 - PLAY CUPID ~~~~~

REWARD: 2790G  
MERITS: 4  
HUNT POSTED: Paysus  
HUNT LOCATION: Anan Flats  
AVAILABLE: During Job21 "Play Cupid"  
WHEN TO COMPLETE: Before going to Amaidar Mountain to unlock the scripture

REWARD: 4000G  
MERITS: 7  
JOB POSTED: Paysus  
JOB LOCATION: Paysus Inn  
AVAILABLE: After getting Amaidar Scripture back  
WHEN TO COMPLETE: Before going to Amaidar Mountain to unlock the scripture  
BEST OUTCOME: Retrieve Jewelry for the man.

First go to the inn (2F) and enter the northeast room, say "yes", then go down  
to the first floor and talk to the girl behind the desk. Then go back and talk  
to the man again. This time say "sure" and head for Anan Flats.

+++++  
NAME: HELL SPAWN (Anan Flats)  
Level: 49  
Steal: Magic Apple  
Drop: Magic Apple, Jewelry\*

NAME: ARCH KNIGHT x5 (Anan Flats)  
Level: 48  
Steal: Cheer Nettle  
Drop: Rad's Nut

\*Rare Drop >FLAMEGRIZZLE FANG< is a battle specific drop in Rutar Plains,  
Noyam Plains, and Anan Flats.

This place kinda sucks, since your beginning formation won't allow most  
characters to move on their first turn, (poor design). After defeating the  
hell spawn you will receive a message saying that you received the JEWELRY.  
+++++

Return back to the man in the inn and give him the jewelry and you're done so  
go collect your double bounty.

Now go to...

```
*=====*
```

|  |                  |         |
|--|------------------|---------|
|  | AMAIDAR MOUNTAIN | <C9038> |
|--|------------------|---------|

```
*=====*
```

After the scenes Iga learns AMAIDAR FIST.

Head for the south portion of the map now, and the option to enter "The  
Border" will appear. If you are ready, head on in.

```
*=====*
```

|  |            |         |
|--|------------|---------|
|  | THE BORDER | <C9039> |
|--|------------|---------|

```
*=====*
```

+++++

NAME: SOUL FLAME x4 (The Border)  
Level: 47  
Steal: Recover Fruit  
Drop: Tem's Grass

NAME: SKELETON KNIGHT x5 (The Border)  
Level: 47  
Steal: Recover Fruit  
Drop: Cheer Nettle

\*Rare Drop >FIRE CHARM< is a battle specific drop in The Border.

There will a Cannon attack that will target on one turn and attack on the  
next. It's range is the character it targets, plus the 8 squares surrounding  
that character. It's VERY easy to avoid this cannon, don't fret. The enemies  
are the same ones you've seen on previous continents. Not a difficult battle  
at all.

+++++

After the battle, there will be a bunch of scenes and SANIA will join our  
party permanently!!

We now have FREE USE OF THE SILVER NOAH!!!!

```
      *           *           *
```

|   |  |   |
|---|--|---|
| \ |  | / |
| \ |  | / |
| \ |  | / |

```
*----- QUESTING THROUGH THE SKIES -----* <C9040>
```



OK that's it for the time being. We'll probably be coming back after we get a bunch more items. So let's continue our questing through the blue skies of ... wait a minute, does this world even have a name?

```
*=====*
```

```
|               CHONGARA'S SHOP                |
```

```
*=====*
```

```
\ ITEMS /      A LOT!!!                        /
```

\*=====\*

Upon entering, you'll meet up with ODon and he will join you. Now for the treasure hunt. They are your accessories from Arc the Lad 1, thus the items you get may vary a bit from the ones I've listed. Also using arc arena, you can duplicate items and store items as well. I tend to keep only 1 of an item (selling the doubles), and if I need another one, I will just duplicate it later or pick it up from my storage, thus, I give some suggestions for what to do with some of the items below.

I indicate the following: "SELL", "KEEP", "KEEP FOR SURE", "STORE", "SELL/STORE" (DO EITHER), "KEEP/COMBINE" (DO EITHER), any others, you can decide for yourselves :).

#### ROOM A

=====

>ANTI HEMO-JI< - SELL  
>ANTI HEMO-JI< - STORE  
>ICE CHARM< - COMBINE  
>FLAME CHARM< - SELL  
>FLAME CHARM< - STORE  
>FLAME CHARM< - COMBINE

#### ROOM B - WEST OF ROOM A

=====

>GOD'S FIST< - SELL  
>THROW SCROLL< - SELL/STORE  
>SUNGLASSES< - SELL/STORE  
>SUNGLASSES< - COMBINE  
>HIT SCROLL< - SELL/STORE  
>SILK BELT< - KEEP  
>FABULOUS GAUNTLET< - SELL  
>SLEEPLESS CARD< - SELL/STORE  
>SLEEPLESS CARD< - COMBINE  
>KAISER GLOVE< - COMBINE  
>MAGIC CARD<  
>HEALING CHARM<

#### ROOM C - NORTH OF ROOM B

=====

>GOD'S FIST< - SELL  
>POWER WRIST< - SELL  
>POWER WRIST< - SELL  
>POWER WRIST<  
>VIOLET NECKLACE< - KEEP  
>HYPER-BOOTS<  
>TEMPORARY SHOES< - SELL  
>NECKLACE< - KEEP (equip when leveling up low HP characters)  
>COUNTER BRACELET<  
>SENIOR BANDANNA< - SELL  
>JUNK BRACELET< - SELL/STORE  
>SKILL BRACELET< - SELL/STORE

#### ROOM D - NORTHEAST OF ROOM A

=====

>FABULOUS FANG< - KEEP  
>UNICORN HORN< - KEEP FOR SURE/STORE  
>TRAGEDY GLASSES< - KEEP FOR SURE/STORE  
>MIRROR< - COMBINE  
>MIRROR< - COMBINE/SELL  
>FABULOUS RING< - KEEP/STORE  
>SHELL< - KEEP FOR SURE/STORE  
>MAGIC RING< - SELL  
>MAGIC RING< - STORE/SELL



Go back east again (dizzy yet?)



[WM23] - DORAROSH

~~~~~ WM23 DORAROSH ~~~~~

REWARD: 2475G
MERITS: 3
HUNT POSTED: Houfion
HUNT LOCATION: Vacant House - Clenia Isle
AVAILABLE: After getting Silver Noah
WHEN TO COMPLETE: Before going to either Brakia or Forles and continuing the story.

+++++
NAME: DORAROSH (Vacant House - Clenia Isle)
Level: 55
Steal: Tem's Grass
Drop: Nuru-Nuru

NAME: MIGHTY FLY x3 (Vacant House - Clenia Isle)
Level: 58
Steal: Herb
Drop: Herb

NAME: ARCH KNIGHT x3 (Vacant House - Clenia Isle)
Level: 59
Steal: Cheer Nettle
Drop: Rad's Nut

NAME: HIGH WIZARD x2 (Vacant House - Clenia Isle)
Level: 60
Steal: Magic Apple
Drop: Spirit Seed

*Rare Drop >DEATH CRIMSON< is a battle specific drop during ANY fight in Vacant House - Clenia Isle.

Quite a few enemies, but nothing you haven't seen before. The High Wizards have Tornado and Divide; Tornado can do upwards of 80-100 damage, the flies are weak, and the arch knights can charge. Keep healed and use either physicals from behind, or group magic to cripple a bunch of them at once. Dorarosh isn't anything special, he has wind slash, which is weaker then tornado.

+++++

After the battle, go into the northeast door, then enter the next door. Open the chest in hear for a >DECORATOR<. Now exit the house.

Rest up, save and go to the training rock.

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*=====*
```

| | | | | |
|---------|---------------|-----------|----------|----------------|
| | TRAINING ROCK | | | |
| *=====* | | | | |
| \ | ITEMS / | TANZANITE | CURE-ALL | ARSENIC MASK / |
| *=====* | | | | |

*Bring Gogen into this battle

+++++
NAME: FIRE BIRD x4 (Training Rock)
Level: 35
Steal: Attack Bottle
Drop: Herb

NAME: WILD HEMO-JI x2 (Training Rock)
Level: 36

```
Steal: Power Jelly
Drop: Herb
```

*Rare Drop >BEAR FLAIL< is a battle specific drop during ANY battle at training rock.

Hemo-Ji's can obviously change you into one, so keep Gogen away from them, they can also poison you. The fire birds, can use fire breath which lowers your magic. Not a difficult fight, just make sure someone who can heal statuses (Arc) is equipped with the Anti Hemo-Ji.

During the battle, move Gogen (by moving AND teleporting) to the upper right corner of the map. Teleport him to the other side of that small landing to open the chest containing >TANZANITE<, you MUST get this during the battle, since you can't teleport outside of battle.

+++++

After the battle, collect the other 2 chests containing >ARSENIC MASK< and >CURE-ALL<.

Ok before we head for Yagos Isle, we need to get Gogen's Teleport to level 3. So we are going to need to level him up. Attacking physically, and gaining levels seems to be the best way to grant the "hidden" exp required to level up skills in this game (thanks to MadJak91 for this info).

The best place I've come across so far would be the Vacant House here in Clenia, the enemies are at a pretty high level, so fight there for a while.

>>>>>>>>>>>>>>>>>>>> 9) WORK, WORK, AND MORE WORK!!! <<<<<<<<<<<< [C9040-9]

Ok so we're going to travel the world and complete the available jobs. In fact, while you are going to the following locations to accept jobs, view all the wanted monster posters as well, this will save time when we start the next section on hunting the wanted monsters, plus some of the following jobs have wanted monsters in them anyways.

- ```
[Job22] - FIND A NEW HOME - PAYSUS (GREYSHINNE)
[Job23] - INDIGOS JEWELRY ROBBERS II - INDIGOS (EAST ALDIA)
[Job24] - EXTERMINATE WEAPONS THIEF - PRODIAS (EAST ALDIA)
[Job25] - SLAY THE MONSTER - PRODIAS (EAST ALDIA)
[Job26] - INDIGOS ESCORT - PRODIAS (EAST ALDIA)
[Job27] - CATCH THE SLASHER - PRODIAS (EAST ALDIA)
[Job28] - STOP THE DESERT THIEVES - ELZARK (ZARIBAN)
[Job29] - STOP THE DESERT THIEVES II - ELZARK (ZARIBAN)
[Job30] - FIND THE OLD MAN - MISRO (NIEDEL)
[Job31] - MONSTER IN THE ARENA - MISRO (NIEDEL)
[Job32] - ARENA MONSTER REVOLT - MISRO (NIEDEL)
[Job33] - FIND ANCIENT TREASURE - PALENCIA (SEIRYA)
[Job34] - FIND ANCINET TREASURE II - PALENCIA (SEIRYA)
[Job35] - VENGEANCE ASSISTANCE - PALENCIA (SEIRYA)
```

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ Job22 - FIND A NEW HOME ~~~~~

REWARD: 3400G  
MERITS: 6  
JOB POSTED: Paysus  
JOB LOCATION: Paysus bar/inn (1st floor)  
AVAILABLE: Once Sania joins the party  
WHEN TO COMPLETE: After obtaining the Silver Noah



BEST OUTCOME: Home in Zariban

Start by talking to the old man in Paysus bar (1st floor of the inn), he's next to the counter. Now go to Zariban and enter the town of Elzark. Talk to the women in the house just north of the guild, then return to the man in Paysus. Talk to him to complete this job.

~~~~~ Job23 - INDIGOS JEWELRY ROBBERS II ~~~~~

REWARD: 6000G  
MERITS: 12  
JOB POSTED: Indigos  
JOB LOCATION: Indigos Jewelry Store  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: No enemies escape with jewelry.

+++++

NAME: GOLEM MASTER (Indigos Jewelry Store)  
Level: 47  
Steal: Recover Fruit  
Drop: Nuru-Nuru

NAME: IRON GOLEM x9 (Indigos Jewelry Store)  
Level: 44  
Steal: Recover Fruit  
Drop: Bitter Leaf

Send Shu, straight up the middle, and have him block the exit. The Golem Master won't leave until he collects the 3 jewel cases at the top, so technically this job is easier then the last jewelry robbery. We've already faced both of these enemies when we went to collect Fu-Jin at the water shrine. So they are easily handled even in large quantities.

+++++

~~~~~ Job24 - EXTERMINATE WEAPONS THIEF ~~~~~

REWARD: 1000G  
MERITS: 4  
JOB POSTED: Prodias  
JOB LOCATION: Prodias Smith Shop  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Defeat enemies

Haha, "Double Damn"

+++++

NAME: BOOGIE MAN (Prodias Smith Shop Back Alley)  
Level: 47  
Steal: Magic Apple  
Drop: Nuru-Nuru

NAME: GAS CLOUD x4 (Prodias Smith Shop Back Alley)  
Level: 47  
Steal: Recover Fruit  
Drop: Nettle

\*Rare Drop >FIRE CURSE< is a battle specific drop during this job (back alley of prodias smith shop)

The gas clouds can stone you and the boogie man has diamond dust. The narrow alley means pretty much every character on both sides will be hit by the opposing teams' level 2 spells, so bring in a healer to help out (preferably someone protected from stone).

+++++

~~~~~ Job25 - SLAY THE MONSTER ~~~~~

REWARD: 3000G  
MERITS: 8  
JOB POSTED: Prodias  
JOB LOCATION: Apartment 2  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Cure Hope.

After some lengthy scenes, you'll be in control again, so head to Vilmer in Yagos Isle. After talking with him, exit the town and head to the east side of the map to find Jinbara Tube.

+++++

NAME: JINBARA (Jinbara Tube - Yagos Isle)  
Level: 60  
Steal: Herb (I'm getting sick of these)  
Drop: Neba-Neba

\*Rare Drop >GROUND ROD< is a battle specific drop in Jinbara Tube

This guy has over 1000HP, but he's not very strong, I used Tosh level 3 paralyze attack and just walloped him.

+++++

~~~~~ Job26 - INDIGOS ESCORT ~~~~~

REWARD: 3500G  
MERITS: 6  
JOB POSTED: Prodias  
JOB LOCATION: Aldia Bridge  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Defeat Marg

Head to the bridge (on the way to indigos).

+++++

NAME: MARG (Aldia Bridge)  
Level: 48  
Steal: Cheer Nettle  
Drop: None

NAME: FIGHTER x3 (Aldia Bridge)  
Level: 47  
Steal: Cheer Nettle  
Drop: Herb

NAME: ROBBER x3 (Aldia Bridge)  
Level: 47  
Steal: None  
Drop: Cheer Nettle

\*No Rare Drop

Just stay where you are and wait for the enemies to come to you. When Marg approaches, just go all out with all 5 characters on him, cause you only need to kill him. Very easy

+++++

~~~~~ Job27 - CATCH THE SLASHER ~~~~~

REWARD: 4000G  
MERITS: 8  
JOB POSTED: Prodias  
JOB LOCATION: Aldia Bridge  
AVAILABLE: After completing Job26 - "Indigos Escort"  
WHEN TO COMPLETE: Before continuing with the story  
BEST OUTCOME: Defeat him then Choose "Take him in"

+++++

NAME: SOUL KNIGHT (Aldia Bridge)  
Level: 48  
Steal: NA  
Drop: None

\*No Rare Drop

Easy battle, if you have a half decent weapon, this won't be difficult, heal with recover fruits if you need to. After the battle DONT FALL FOR HIS STORY!  
+++++

After all the jobs are done here in east aldia, head for Zariban and the town of Elzark.

~~~~~ Job28 - STOP THE DESERT THIEVES ~~~~~

REWARD: 4000G  
MERITS: 7  
JOB POSTED: Elzark  
JOB LOCATION: Bar, then inn, then Water Shrine  
AVAILABLE: After obtaining the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Kill 5 enemies forcing the last 2 to flee.

Go to the bar. The first table you see has 2 men on it, talk to the guy on the right. Then talk to the guy who is sitting alone. You're on screen character will mention sleeping at the inn, so go there. Talk to the inn keeper and choose to "rest".

+++++

NAME: BERSERKER x5 (Water Shrine)  
Level: 48  
Steal: Cheer Nettle  
Drop: Battle Ax

NAME: DARK PALADIN x2 (Water Shrine)  
Level: 48  
Steal: Cheer Nettle  
Drop: Cure-All

\*Rare Drop >GOLD BEAK< is a battle specific drop during ANY battle in Water Shrine

Again, these enemies are not too tough so long as you don't let them charge up. Once you kill 5 of the 7 enemies, the battle will end. I recommend taking out all the Berserkers since they are the ones that will charge, and to increase your chance at obtaining a battle axe, which is a pretty nice axe. Don't worry if you don't get it though, as they are buyable later.  
+++++

The next job has a wanted monster in it, so make sure to have read the posters in Elzark Guild.

[WM24] - ZANACK - ELZARK (ZARIBAN)

~~~~~ Job29 - STOP THE DESERT THIEVES II ~~~~~

~~~~~ WM24 - ZANACK ~~~~~

REWARD: 5000G  
MERITS: 7  
JOB POSTED: Elzark  
JOB LOCATION: Raiden Ruins  
AVAILABLE: After completing Job28 - "Stop the desert thieves"  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME:

REWARD: 3150G  
MERITS: 3  
HUNT POSTED: Elzark  
HUNT LOCATION: Raiden Ruins  
AVAILABLE: During Job29 - "Stop the desert thieves II"  
WHEN TO COMPLETE: Before continuing with story

++++  
NAME: ZANACK (Raiden Ruins)  
Level: 48  
Steal: Cheer Nettle  
Drop: Senior's Wish

NAME: DARK PALADIN x2 (Raiden Ruins)  
Level: 48  
Steal: Cheer Nettle  
Drop: Cure-All

NAME: BERSERKER x10 (Raiden Ruins)  
Level: 48  
Steal: Cheer Nettle  
Drop: Battle Axe

\*Rare Drop >SCALE WAND< is a battle specific drop during ANY battle in Raiden Ruins

That's a lot of enemies. Bring in some characters that can hit multiple targets, Gogen, Poco, Pole/Spear users, etc, thus crippling them and have strong attackers to finish them off. Make sure to bring a healer as you'll probably need one. Zanack's drop I believe is 100%.

++++

Once you've collected your bounty it's off to Nidel.

~~~~~ Job30 - FIND THE OLD MAN ~~~~~

REWARD: 2000G  
MERITS: 3  
JOB POSTED: Misro  
JOB LOCATION: Northeast House and Southwest House  
AVAILABLE: After getting the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Inform son of his father's wishes.

Go to the house in the northeast corner of town and talk to the man inside. Now go to the house in the southwest corner of town and talk to the man with the umbrella. Return to the northeast house to talk to the man again, then return back to the southwest house to talk to the man with the umbrella again. Finally return to the northeast house to end this job. Feel free to talk to the kid in the house with each one of your onscreen characters, I found it kinda funny, but make sure to do Diekbeck last.

Before you take on the next job, make sure you checked the Negdus poster in Misro's guild.

[WM25] - NEGDUS - MISRO (NIEDEL)

~~~~~ Job31 - MONSTER IN THE ARENA ~~~~~  
~~~~~ WM25 - NEGDUS ~~~~~

REWARD: 4000G  
MERITS: 6  
JOB POSTED: Misro  
JOB LOCATION: Nidel Arena  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Defeat the REAL Negdus

REWARD: 2880G  
MERITS: 4  
HUNT POSTED: Misro  
HUNT LOCATION: Nidel Arena  
AVAILABLE: During Job31 - "Monster in the arena"  
WHEN TO COMPLETE: Before continuing the story

+++++  
NAME: NEGDUS x?? (Nidel Arena)  
Level: 64  
Steal: None  
Drop: Cheer Nettle

\*The arena does not have a rare drop during this Hunt, at least not in the NTSC-US Version.

These guys can get pretty annoying. Every time you kill one, another will appear, that is, until you kill the real one, then the battle will end. They evade/block constantly, so you may get frustrated with regular physicals. I recommend bringing in Gogen and Poco for their multi hitting skills, as well as a healer. Keep healed and you should be fine. If you are having trouble try leveling up some good armor, (Legend charm, illusion robes, etc).

+++++

~~~~~ Job32 - ARENA MONSTER REVOLT ~~~~~

REWARD: 4000G  
MERITS: 7  
JOB POSTED: Misro  
JOB LOCATION: Nidel Arena  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: defeat all enemies

+++++  
FIRST FIGHT  
=====

NAME: SKELETON x4 (Nidel Arena)  
Level: 60  
Steal: Jump Nettle  
Drop: Cheer Nettle

SECOND FIGHT  
=====

NAME: RED SKELETON x4 (Nidel Arena)  
Level: 62  
Steal: Cheer Nettle  
Drop: Bitter Leaf

THIRD FIGHT  
=====

NAME: SKELETON KNIGHT x2 (Nidel Arena)

Level: 64  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: ARCH GARGOYLE x4 (Niedel Arena)  
Level: 64  
Steal: Recover Fruit  
Drop: Magic Apple

\*The arena does not have a rare drop during this Job either, at least not in the NTSC-US Version.

First Fight - not much to say, the skeletons are weak so just kill them.

Second Fight - they'll use magic shield and charge often, so make sure to quickly dispatch them. 2 charges could easily take out a low HP character from behind.

Third Fight - obviously the most challenging, but still easy enough. The arch gargoyles have spears that can hit 2 characters, and have a thunder storm spell that isn't very powerful. With the huge area I don't think you'll have trouble getting hit with group attacks.

+++++

Next go to Seirya and talk to Kukuru to have her teleport you to Palencia.

~~~~~ Job33 - FIND ANCIENT TREASURE! ~~~~~

REWARD: 4000G  
MERITS: 5  
JOB POSTED: Palencia  
JOB LOCATION: Palencia Bar, then Palencia Castle Ruins  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story  
BEST OUTCOME: Deliver "Ancient Letter" to client.

First go to the bar and talk to the old man on the west side by the pool tables.

+++++

NAME: DARK WRAITH x2 (Palencia Castle Ruins)  
Level: 47  
Steal: Poison  
Drop: Antidote Nut

NAME: SOUL FLAME x4 (Palencia Castle Ruins)  
Level: 47  
Steal: Recover Fruit  
Drop: Tem's Grass

\*Rare Drop >GOLDEN DRAGON< is a battle specific drop during ANY battle on the first floor of Palencia Castle Ruins.

Poison wind from the wraiths, and death (which is never used) from the soul flames. Easy battle, counter poison wind with Arc's healing skill and you're good to go.

+++++

After the fight search the debris to the right (it's kinda like a small gap in the debris). Elc will find the >ANCIENT LETTER<. Return to the man in the bar and give him the letter.

~~~~~ Job34 - FIND ANCIENT TREASURE II ~~~~~

REWARD: 6000G + Illusion Robe+0

MERITS: 6

JOB POSTED: Palencia

JOB LOCATION: Palencia Bar, then Quina Hill

AVAILABLE: After completing Job33 - "Find Ancient Treasure!"

WHEN TO COMPLETE: Before continuing the story

BEST OUTCOME: Deliver "Ancestor's Treasure" to client.

+++++

NAME: DEATH HOUND x4 (Quina Hill)

Level: 47

Steal: Herb

Drop: Cheer Nettle

NAME: DRAGON ZOMBIE x2 (Quina Hill)

Level: 47

Steal: Revival Dust

Drop: Cure-All

\*Rare Drop >KAISER KNUCKLE< is a battle specific drop during ANY battle at Quina Hill (Post-Greyshinne)

Death hounds are weak now, haha, remember their evasion before, not so tough now are they. They have an acid breath attack but it's only level 1. The dragon zombies have a dark breath attack at level 2 which causes blindness, and require an extra hit at HP=1 to kill them.

+++++

After the battle just go to the very southeast corner and search to find the "Ancestor's Treasure". Head back to the bar and talk to the old man to finish this job.

\*Re-enter the bar and talk to the client again, he will ask you if you would like to purchase a piece of armor for 1000G. Say yes and you will have purchased an >ILLUSION ROBE+0<.

LAST JOB!!!!.....for now

~~~~~ Job35 - VENGEANCE ASSISTANCE ~~~~~

REWARD: 6000G

MERITS: 7

JOB POSTED: Palencia

JOB LOCATION: Palencia Inn (Middle Room) then Palencia Castle Ruins

AVAILABLE: After completing Job34 - "Find Ancient Treasure II"

WHEN TO COMPLETE: Before continuing the story

BEST OUTCOME: Deliver "Ancient Letter" to client.

+++++

NAME: BLUE PHANTOM (Palencia Castle Ruins)

Level: 48

Steal: Blue Jewelry

Drop: None (fight ends)

NAME: WILL 'O WISP x4 (Palencia Castle Ruins)

Level: 47

Steal: Magic Apple

Drop: Strengthen Fruit

\*Rare Drop >GOLDEN DRAGON< is a battle specific drop during ANY battle on the first floor of Palencia Castle Ruins.

Blue phantom has diamond dust, but its only level 1, and he's not very strong with physicals either. Will 'o wisps have explosion but with a pathetic 14 magic stat, it's not going to hurt you, they do have 36ATK however. Just a side note, I attempted to get the rare drop by killing the will 'o wisp over

and over after Gogen had put him to sleep, and I couldn't. Once he woke up I got it right away.

Ok so now that the jobs are done with, let's take care of some wanted monsters. For convenience sake, I'll do the ones in Palencia first.

>>>>>>>>>>>>>>>>>>>>>> 10) GET THOSE WANTED MONSTERS!!! <<<<<<<<<< [C9040-10]

Ok, so we should have traveled the world checking ALL wanted monster posters in the last section. The locations that I have listed beside each monster is simply where the posters are found.

```
[WM26] - SHAKO - PALENCIA (SEIRYA)
[WM27] - KIBA - PALENCIA (SEIRYA)
[WM28] - GIA - PALENCIA (SEIRYA) - move plant in northeast corner of guild
[WM29] - GAUCROW - RAMUL (FORLES)
[WM30] - SHVAIDEL - ELZARK (ZARIBAN)
[WM31] - TASMAN - ELZARK (ZARIBAN)
[WM32] - GIGMUNT - MISRO (NIEDEL)
[WM33] - QUEGER - MISRO (NIEDEL)
```

\*\*\*\*\*  
\*\*\*\*\* WANTED MONSTERS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ WM26 SHAKO ~~~~~

```
REWARD: 1800G
MERITS: 2
HUNT POSTED: Palencia
HUNT LOCATION: Palencia Castle Ruins
AVAILABLE: Once Elc and Poco finish the first battle in Palencia Castle Ruins,
just exit and re-enter. Or you can wait until you acquire the Silver Noah.
WHEN TO COMPLETE: Before continuing with the story (before going to Brakia or
Forles that is).
```

+++++

NAME: SHAKO (Palencia Castle Ruins)  
Level: 40  
Steal: None  
Drop: Green Mem Grass

NAME: DARK WRAITH (Palencia Castle Ruins)  
Level: 44  
Steal: Poison  
Drop: Antidote Nut

NAME: FUNERAL PYRE (Palencia Castle Ruins)  
Level: 44  
Steal: Recover Fruit  
Drop: Tem's Grass

\*Rare Drop >GOLDEN DRAGON< is a battle specific drop in Palencia Castle Ruins

Shako has paralyze wind at level 3, so he can pretty much hit all your characters with it from a good distance away. The other enemies are not a threat, their attacks are weak.

~~~~~ WM27 KIBA ~~~~~



REWARD: 2115G  
MERITS: 3  
HUNT POSTED: Palencia  
HUNT LOCATION: Quina Hill  
AVAILABLE: After acquiring Silver Noah  
WHEN TO COMPLETE: Before continuing the story

+++++

NAME: KIBA (Quina Hill)  
Level: 47  
Steal: Herb  
Drop: Wing Spear

NAME: DARK FANG x4 (Quina Hill)  
Level: 46  
Steal: Magic Apple  
Drop: Recover Fruit

NAME: DRAGON ZOMBIE x2 (Quina Hill)  
Level: 47  
Steal: Revival Dust  
Drop: Cure-All

\*Rare Drop >KAISER KNUCKLE< is a battle specific drop during ANY battle at Quina Hill (Post-Greyshinne)

The dark fangs have a level 2 thunder breath attack, and the dragon zombies are the same as the ones you just fought. Kiba's AI will most likely get himself stuck, so you'll have to travel east and all the way north to fight him. I believe his Wing Spear Drop is 100%.

+++++

Ok now rest up and save, we'll be fighting Gia next, the level 90 Dragon. The poster is in the northeast corner of the guild, you have to move the plant to read it.

~~~~~ WM28 GIA ~~~~~

REWARD: 3600G  
MERITS: 5  
HUNT POSTED: Palencia  
HUNT LOCATION: Raus Plain  
AVAILABLE: First time Elc comes to Palencia  
WHEN TO COMPLETE: After Obtaining the Silver Noah

+++++

NAME: DARK DRAGON GIA (Raus Plain)  
Level: 90  
Steal: Cure-All  
Drop: Dragon Claw

NAME: DRAGON ZOMBIE x2 (Raus Plain)  
Level: 46  
Steal: Revival Dust  
Drop: Cure-All

NAME: MYSTERIOUS FIRE x4 (Raus Plain)  
Level: 45  
Steal: Magic Apple  
Drop: Strengthen Fruit

\*Rare Drop >DAGGER+3< is a battle specific drop during ANY battle at Raus Plain

Again the dragon zombies aren't difficult to deal with, the mysterious fires are more a physical threat than anything so use skills to avoid counters. As

for Gia, he has HP 287, ATK 54, DEF61, and a level 2 poison breath attack. So hopefully you are equipped with some decent weaponry or you're going to have some trouble taking him down. Try to deal with the other enemies first, then gang up on Gia. Once again, I believe his drop is 100%.

Now that we're finally done with Palencia, use the Leaf's Bead to head back to Kukururu, and take your airship to Alatos.

~~~~~ WM29 GAUCROW ~~~~~

REWARD: 2250G  
MERITS: 3  
HUNT POSTED: Ramul  
HUNT LOCATION: Azenda Highlands  
AVAILABLE: After obtaining silver noah  
WHEN TO COMPLETE: Before continuing the story

+++++  
NAME: GAUCROW (Azenda Highlands)  
Level: 50  
Steal: Neba-Neba  
Drop: Speed Bottle

NAME: KING HEMO-JI (Azenda Highlands)  
Level: 47  
Steal: Power Jelly  
Drop: Green Mem Grass

NAME: COCKATRICE x2 (Azenda Highlands)  
Level: 46  
Steal: Cure-All  
Drop: Nettle

NAME: POISON IVY x4 (Azenda Highlands)  
Level: 45  
Steal: Power Club  
Drop: Antidote Nut

\*Rare Drop >FLAMESNAKE WHIP< is a battle specific drop during ANY battle within Azenda Highlands.

The poison ivy's are nothing to worry about, but the cockatrice with its petro breath and the king hemo-ji with its confuse need to be dealt with right away. Gaucrow is nothing special, he has a weak earthquake spell and he's not very strong physically either. Status effects will be the big issue in this battle.

Head for Zariban.

~~~~~ WM30 SHVAIDEL ~~~~~

REWARD: 2700G (I Kept getting 2250G so the poster is wrong)  
MERITS: 3  
HUNT POSTED: Elzark  
HUNT LOCATION: Salyan Desert  
AVAILABLE: After acquiring the Silver Noah  
WHEN TO COMPLETE: Before continuing the story

+++++  
NAME: SHVAIDEL (Salyan Desert)  
Level: 60  
Steal: Antidote Nut  
Drop: Metal Pads

NAME: MANTICORE (Salyan Desert)

Level: 48  
Steal: Rue's Medicine  
Drop: Herb

NAME: KING LIZARD x2 (Salyan Desert)  
Level: 47  
Steal: Herb  
Drop: Neba-Neba

NAME: ACID CLOUD x4 (Salyan Desert)  
Level: 46  
Steal: Bitter Leaf  
Drop: Mint

\*Rare Drop >SCALE WAND< is a battle specific drop during ANY battle in the Salyan Desert.

Shvaidel has level 2 poison breath and strike power to increase his already high attack (41). The acid clouds have sleep wind, which isn't as bad as paralysis that the manticore has but it's still annoying. The king lizards have an attack similar to IGA's move which hits all surrounding squares.  
+++++

~~~~~ WM31 TASMAN ~~~~~

REWARD: 2250G (I kept getting 2700 so the poster is wrong)  
MERITS: 5  
HUNT POSTED: Elzark  
HUNT LOCATION: Ishima Rocks  
AVAILABLE: After acquiring the silver noah  
WHEN TO COMPLETE: Before continuing the story

+++++  
NAME: TASMAN (Ishima Rocks)  
Level: 50  
Steal: Recover Fruit  
Drop: Recover Fruit

NAME: CHIMERA x2 (Ishima Rocks)  
Level: 47  
Steal: Mint  
Drop: Attack Bottle

NAME: GIANT LIZARD x4 (Ishima Rocks)  
Level: 47  
Steal: Strengthen Fruit  
Drop: Bitter Leaf

\*Rare Drop >SCALE WAND< is a battle specific drop during ANY battle at Ishima Rocks.

Tasman has a surround attack and Divide, other than that he's not a treat. The Chimeras have mesmerize breath level 2 that can put you to sleep. This battle is very easy, and there is nothing special about it sadly.  
+++++

~~~~~ WM32 GIGMUNT ~~~~~

REWARD: 2790G  
MERITS: 4  
HUNT POSTED: Misro  
HUNT LOCATION: Nidel Arena  
AVAILABLE: After acquiring the silver noah  
WHEN TO COMPLETE: Before continuing the story.

There will be a guy on the west side wearing a black jacket, keep talking to

+++++

Drop: Spirit Seed

Drop: Nuru-Nuru

Definitely try to steal Gigmunt's item, as it raises your level by 1. Gigmunt has MAG = 40, and Tornado as a skill, so expect to see upwards of 80 damage. The dark wizards also have a high magic stat but with a weaker Wind Slash spell.

+++++

WHEN TO COMPLETE: Before continuing the story.

+++++

Drop: Styx

Drop: Herb

Queger is pretty dangerous as he has 55 atk, so try to use skills to prevent him from countering. The fighters are nothing new.

+++++

After the battle, pick up the >FALLEN RAIN< from the chest and leave the ruins, don't worry, we'll be back soon.

Collect the bounty and breathe a sigh of relief, because we are finally done with this section.

Head for Prodias...

>>>>>>>>>>>> 11) PRODIAS GUILD SECRET BACKROOM CHESTS!!! <<<<< [C9040-11]

Ok so after all those jobs and hunts, we should have over 250 Merits, so head on over to Prodias.

\*=====\*

PRODIAS

---

\ ITEMS / GOD HUNTER CREST DARKLONG SWORD BOAR SPEAR /



|    |                                     |                   |
|----|-------------------------------------|-------------------|
| 9  | HELL HOUND X4<br>WIND DEVIL X2      | FLAME CHARM       |
| 10 | [HEALING STATUE]<br>[ESCAPE STATUE] | FLAME CHARM       |
| 11 | WYVERN X2<br>WIND DEVIL X4          | FLAY'S CREST      |
| 12 | ARCH KNIGHT X2<br>WYVERN X4         | ICE CHARM         |
| 13 | FATE DRAGON X4<br>SACRED DEVIL X4   | MAGIC RING        |
| 14 | KILLER WOLF X2<br>SACRED DEVIL X4   | UNICORN HORN      |
| 15 | ARCH KNIGHT X6<br>SACRED DEVIL X2   | POWER WRIST       |
| 16 | KILLER WOLF X3<br>FATE DRAGON X3    | ANTI HEMO-JI      |
| 17 | DARK FANG X6                        | HEALING CHARM     |
| 18 | RAZOR KNIGHT X3<br>DEATH DEVIL X2   | MIRROR            |
| 19 | RED DRAGON<br>DARK FANG X4          | SEABREEZE HARMONY |
| 20 | [HEALING STATUE]<br>[ESCAPE STATUE] | VIOLET NECKLACE   |
| 21 | HYDRA X4                            | MUSIC BOOK        |
| 22 | SOUL KNIGHT<br>DEATH DEVIL X6       | HYPER-BOOTS       |
| 23 | HYDRA X3<br>SOUL KNIGHT X2          | YUKARI'S CREST    |
| 24 | DARK FANG X4<br>SOUL KNIGHT X2      | *FIREROBE         |
| 25 | BLOOD HOUND                         | POWER WRIST       |
| 26 | DEATH DEVIL X3<br>DRAGON ZOMBIE X3  | FLAME CHARM       |
| 27 | SOUL KNIGHT X4                      | *EARTH CHARM      |
| 28 | BLACK DRAGON X5                     | *DEATH BLADE      |
| 29 | BLACK DRAGON X4<br>SOUL KNIGHT X4   | SUNGLASSES        |
| 30 | [HEALING STATUE]<br>[ESCAPE STATUE] | ANTI HEMO-JI      |
| 31 | BLOOD FIEND X4<br>GARGOYLE X2       | SLEEPLESS CARD    |
| 32 | REAPER X2<br>NOXIOUS ODOR X4        | *WINDROBE         |
| 33 | REAPER X3                           | HAWK STATUE       |

|    |  |                                                |                   |
|----|--|------------------------------------------------|-------------------|
|    |  | GARGOYLE X3                                    |                   |
| 34 |  | BLOOD FIEND X3<br>NOXIOUS ODOR X3              | HIT SCROLL        |
| 35 |  | SPELUNKER<br>EVIL EYE X6                       | GOD'S FIST        |
| 36 |  | MUD BATTLER X4<br>DEATH WIZARD                 | MIRROR            |
| 37 |  | DEATH WIZARD X4<br>GHOULGOYLE X2               | SHELL             |
| 38 |  | KNIGHT STALKERS X2<br>GHOULGOYLE X4            | MAGIC RING        |
| 39 |  | ARCH GARGOYLE X3<br>DEATH MAGE X2              | ANTIDOTE RING     |
| 40 |  | [HEALING STATUE]<br>[ESCAPE STATUE]            | BOOK OF FLOWER    |
| 41 |  | DEATH MAGE X3<br>ARCH GARGOYLE X3              | LEGEND CHARM      |
| 42 |  | MUD STALKER X3<br>DARK STALKER X3              | FABULOUS SWORD    |
| 43 |  | DEATH MAGE X3<br>GREAT GARGOYLE X3             | QUICK CANE        |
| 44 |  | GREAT GARGOYLE X3<br>SHRIEK LORD X2            | SUN HAT           |
| 45 |  | SHRIEK LORD X4<br>DEATH DRUID X3               | FABULOUS RING     |
| 46 |  | GRIM STALKER X4<br>KING GARGOYLE               | NECKLACE          |
| 47 |  | DEATH PRIEST X2<br>BLACK WRAITH                | *WIND CHARM       |
| 48 |  | BLACK FIEND<br>ECTOPLASM X4<br>DEATH PRIEST X2 | RAILA'S HAIRPIN   |
| 49 |  | LICH                                           | *BRAVERY WINGS    |
| 50 |  | [CHOKO]                                        | ROMANCING STONE 4 |

Ok, so here's the catch (Referenced in NOTE 7 and NOTE 8):

1) Choko NOT obtained in Arc1 - this is as far as you go in the ruins, and on the 50th Floor, you will fight Choko and by beating her, she will join you.

2) Choko obtained in Arc1 and data transferred - you will have access to her side quests and as a result can finish the final 20 floors (51-70) in the Forbidden Ruins. These floors can't be accessed until later in the story however.

Let's start Choko's sidequest next.





North Team  
=====

Now for the REAL battle.

The rest of her quest must be finished at a later time.

```

=====
| SEALED RUINS - ALATOS |
=====
\ ITEMS / BITTER LEAF CURE-ALL YELLOW POWDER /
/ \ CHAOS HERB CESTUS WIND CHARM \
\ / SCOURGE METAL DEFENDER MAGIC APPLE /
/ \ CHAOS BOMB ATTACK BOTTLE POWER UNIT 08 \
\ / POWER UNIT 09 /
=====

```

NAME: WARLOCK (Sealed Ruins - Alatos)  
Level: 49 + 1 per floor  
Steal: Recover Fruit

Drop: Strengthen Fruit

\*Rare Drop >DARK SMASHER< is a battle specific drop on ANY floor within these ruins.

The killer wolves have a paralyze breath attack, and can also lower your speed, this can cause problems since they have 15 AGI. I brought Diekbeck into these ruins and he had power units 6 and 7 equipped, which gave him cold breath attack, which decreases agility if it connects. 15-8=7.

The warlocks are not dangerous at all, they have a pathetic ATK stat, and the only spell they have is Divide.

+++++

-----  
LOCATION: SEALED RUINS 1F  
ITEMS: BITTER LEAF, CURE-ALL  
-----

You'll face off against 7 killer wolf enemies, be careful of their speed, they can really gang up on you. After the battle pick up the chests containing >BITTER LEAF< and >CURE-ALL<.

-----  
LOCATION: SEALED RUINS B1  
ITEMS: NONE  
-----

7 Warlocks, they are easy, just kill and move on.

-----  
LOCATION: SEALED RUINS B2  
ITEMS: YELLOW POWDER, CHAOS HERB  
-----

4 warlocks and 3 killer wolves. Take out the wolves first, then kill the squishy warlocks. After collect the chests containing >YELLOW POWDER<, >CHAOS HERB<. Then save at the save point that appeared and continue to the next floor.

-----  
LOCATION: SEALED RUINS B3  
ITEMS: CESTUS, WIND CHARM, POWER UNIT 08  
-----

4 Warlocks and 3 killer wolves. After the battle grab the chests containing >CESTUS<, and >WIND CHARM<, then grab the >POWER UNIT 8< in one of the southern walls. Take the western stairs, back up to B2.

-----  
LOCATION: SEALED RUINS B2  
ITEMS: METAL DEFENDER, SCOURGE  
-----

4 Warlocks and 3 killer wolves. After the battle grab the chests containing >METAL DEFENDER<, and >SCOURGE<. Ignore the large hole in the floor and take the north stairs to arrive back at floor 1.

-----  
LOCATION: SEALED RUINS B1  
ITEMS: ATTACK BOTTLE, CHAOS BOMB, MAGIC APPLE  
-----

You'll arrive in the small section that you couldn't reach before. Pick up the 3 chests containing >ATTACK BOTTLE<, >CHAOS BOMB<, >MAGIC APPLE<. Then go east and down those stairs.



NAME: BLACK WRAITH X4 (Mother Claire's Cave)  
Level: 31  
Steal: NA  
Drop: Revival Dust

The Black Wraiths have a level 2 breath attack that can cause blindness and also an attack that siphons your MP. The bats are harmless but annoying, try to get rid of them quickly cause the damage can pile on, especially without a healer.

+++++

After the battle head to the southeast corner and flip the switch. The cart in the north room that was blocking your path has moved. Go back to that room.

>>Next Screen

Exit via the northeast hole.

>>Next Screen

+++++

NAME: RABID BAT X4 (Mother Claire's Cave)  
Level: 32  
Steal: NA  
Drop: Magic Apple

NAME: BLACK WRAITH X3 (Mother Claire's Cave)  
Level: 32  
Steal: NA  
Drop: Revival Dust

Area is a little narrow, but the same strategy applies. Take out the wraiths first since they are the bigger threat.

+++++

After the fight exit to the northwest.

>>Next Screen

You'll have a scene with Lieza here and she'll take you the rest of the way.

After the scene with Grandmother Claire, talk to her again and you'll be given the following options:

CLASS CHANGE  
ADD ABILITY  
SELL MONSTER

CLASS CHANGE  
=====

You can use this option to change your monsters class. If you are of the required level and have the required Nol Skill, then you can be upgraded. To see a full list of the possible class changes, check out the "Monster Class Faq" by Wanizame, it covers all the monsters and their classes. Personally I found it odd that the game chooses certain class upgrades by changing your monster type entirely, for example, going from a skeleton to a doll master?? For the most part however, the classes stay current to your monster type. See NOTE 9 for Nol Skill Formula.

ADD ABILITY  
=====

Awesome aspect of the game here, you can actually get extra skills. There are only 2 slots in which you can add skills, and which skills you are able to add will be dependent on your level which are not indicated in the game, so what level unlocks which skills is impossible to determine. The levels seem to vary



efficient game for Seum Farming.

\*Rare Drop >RAGE BOMB< is a battle specific drop during Clenia Isle Arena games, they can be dropped by ANY monster whether fake or real and in ANY game.

SECRET ARENA (a.k.a. CATCH'S ARENA)

-----

\*Rare Drop >RAGE BOMB< is a battle specific drop in the Secret Arena

I'm not entirely sure how this is unlocked, but i've read around and come to a few conclusions:

1) After the events at North and South Pole Towers, go to Clenia and talk to the Official standing near the door to the arena. You may have to talk to him a couple times for the "Secret Arena" option to pop up. This info was provided by SonGokoulV.

2) The way i came across the secret arena was near the end of the game, to be exact, it just just prior to entering Romalia Sky Castle. I went to Clenia Arena and talked to the Official and the option was already available. So it may simply be a timing issue, that is, at a certain point in the game, it becomes available.

3) If you've attempted BOTH options above (1 & 2), and still couldn't get it to show up, then you MAY need to attempt/successfully complete each arena game at least once (both in clenia and niedel).

>> Enemy Levels

You will ALWAYS face off against 6 Ninja Masters.

1 2 5 6  
3 4

\*The formula for the enemies levels is  $[X - 2]$ .

-Enemies 1 and 4's Levels are determined by the level of the FIRST character you choose, place this level as X into the formula.

-Enemy 2's Level is determined by the level of the FOURTH character you choose, place this level as X into the formula.

-Enemy 3's Level is determined by the level of the SECOND character you choose, place this level as X into the formula.

-Enemy 5's Level is determined by the level of the THIRD character you choose, place this level as X into the formula.

-Enemy 6's Level is determined by the level of the LAST/FIFTH character you choose, place this level as X into the formula

GENMA-JIN

-----

Seum Farming: 2nd

>> The Rules

There are 8 magic squares and each one can summon a monster, your job is to move up to that monster as quickly as possible and attack it, the attack must be strong enough to kill the enemy. All enemies are at level 1. Once 12 enemies have come and gone, the game will be over, so try to hit as many as possible.

>> The Rewards

Seum - these are a type of medal that you receive during arena challenges. Each phantom that you hit is worth 10 Seum, for a max total of 120 Seum.

>> Game Hints

- 1) Use long range weapons and magic
- 2) Use magic range and your movement effectively try to stay close to the middle of the area.
- 3) Know your enemy. If it's a magic type enemy, chances are they may be strong to magic.
- 4) You can usually move twice and attack on the third turn.

RENMA-JIN

-----

Seum Farming: 1st

>> The Rules

The entire area is covered with small magic squares, these squares will summon either a phantom or a real monster. The phantoms will again be at level 1, while the real monster will start 3 levels lower than the character you are using, and increase by 1 level each time. If you miss a PHANTOM the game is over.

>> The Rewards

Each Phantom is worth 5 Seum and each real monster is worth 20 Seum.

>> Game Hints

- 1) Speed favoured over strength
- 2) As each game progresses the phantoms will appear farther apart, conserve your magic for the latter half of the games.
- 3) Real monsters reduce your HP so make sure to time your healing properly so as to not miss a phantom. After killing a real monster you basically get a free turn, so move to the middle every time, and heal if you need to.
- 4) Bring Healing items to save MP
- 5) Use range attacks like Shu's guns if you can't reach a phantom. Since all phantoms in Renma-Jin have only 1 HP, the strength of ANY attack will kill them.

\*Note - regarding this game; it seems to go on infinitely. Using savestates I was able to get up to 101 turns and it just kept going. Also since the monsters appearing is random, using savestates can randomize it in a way that the enemy will appear closer to you :). It also randomizes whether you get a real or fake enemy.

My Record: Shu level 56

104 turns, started with level 53 enemy, ended with level 72 shadow ninja.

50 phantoms killed

19 REAL monsters killed

630 Seum!!

DAIMA-JIN

-----

Seum Farming: 3rd

>> The Rules

You start on the outside of a cage, and you cannot enter the cage or its game over. You have to try to kill as many enemies as you can, as fast as you can. Use weapons, items or preferably magic. You can quit the game at any time, by talking to Catch (the announcer).

>> The Rewards

The maximum amount of Seum you can earn here is 200. You lose 10 Seum for every turn that passes. Total turns are 20.

## >> Game Hints

- 1) Monsters will move 1 time every 2 turns.
- 2) Each time a monster is defeated 8MP is recovered. So killing say, 3 enemies with 1 magic attack will actually get you 24MP restored. In other words you most likely won't run out of MP.
- 3) Select a character that has good range of movement as well as high level spells (level 2 or 3). Ex Gogen with Violet Necklace equipped.

Note - I personally found this game terrible for Seum Farming.

=====  
NIEDEL ARENA  
=====

\*I'll list either 1st, 2nd, or 3rd, for what I consider the fastest and most efficient game for Seum Farming.

MATEN TOWER  
-----

Seum Farming: 1st - although there is a chance of getting low Seum, by picking a low level ally in the first slot each time, this because extremely fast to finish per round

\*Rare Drop >RAGE BOMB< is a battle specific drop during this game in Niedel Arena.

## >> The Rules

This is simple, just start the slot machine and hit X to stop each one. Whichever ninjas it stops on you'll be fighting in a 4 on 4 battle. The levels of the ninja's are dependent on 2 things: a) their color, and b) the level of the FIRST character that you chose for your 4 team party.

N = Level of FIRST party member chosen for battle

White Ninja Level =  $N + 3$   
Red Ninja Level =  $N + 2$   
Blue Ninja Level =  $N + 1$   
Brown (Nat-X) Ninja Level =  $N$   
Green Ninja Level =  $N - 1$   
Purple Ninja Level =  $N - 2$

## >> The Rewards

The amount of Seum obtained is dependent on the colour of the ninjas

White Ninja = 40 Seum  
Brown (Nat-X) Ninja = 30 Seum  
Red Ninja = 15 Seum  
Purple Ninja = 10 Seum  
Blue Ninja = 5 Seum  
Green Ninja = 1 Seum

\*If you get 4 of the same colour, you get a bonus amount of Seum. This depends, again, on the colour of the ninja.

4xWhite Ninja =  $40 \text{ Seum} \times 4 + 10 \text{ Seum Bonus}$   
4xBrown (Nat-X) Ninja =  $30 \text{ Seum} \times 4 + 20 \text{ Seum Bonus}$   
4xRed Ninja =  $15 \text{ Seum} \times 4 + 30 \text{ Seum Bonus}$   
4xPurple Ninja =  $10 \text{ Seum} \times 4 + 40 \text{ Seum Bonus}$   
4xBlue Ninja =  $5 \text{ Seum} \times 4 + 50 \text{ Seum Bonus}$   
4xGreen Ninja =  $1 \text{ Seum} \times 4 + 60 \text{ Seum Bonus}$

Therefore, the maximum amount of Seum you can obtain in 1 battle is with the 4



white ninja's (170).

#### >> Game Hints

- 1) Getting all 4 ninjas to match in colour will grant a seum bonus
- 2) Balance your party (magic and physical)
- 3) Ninja's have different strengths, meaning:

White Ninja -> Earth Elemental -> Bomb Shuriken, Mud Storm  
Brown (Nat-X) Ninja -> Fire Elemental -> Bomb Shuriken, Charge, Mirror Image  
Red Ninja -> Water Elemental -> Silent, Diamond Dust  
Purple Ninja -> Wind Elemental -> Tornado  
Blue Ninja -> Fire Elemental -> Bomb Shuriken  
Green Ninja -> Wind Elemental -> Thunder Storm

#### BOMA-JIN

-----

Seum Farming: 3rd - Just doesn't give enough Seum for the amount of time it takes to complete. It's faster if you have 5 characters with light elemental attribute (Gruga) or weapons (Fabulous Sword).

\*No rare drop in this game, at least not in the NTSC-US version as far as I can tell.

#### >> The Rule List

- You have 5 characters surrounding the 12 monsters which are placed in the center of the arena.
- Once the game starts, the enemies dash to the 8 exits
- You must kill them before they reach the exit.
- You start with OMP (all characters)
- If 4 monsters escape you lose

#### >> The Rewards

120 Seum per round, for each enemy that escapes the Seum is cut in HALF.

#### >> Game Hints

- 1) There are 8 exits. Check to see which exit the enemy is going towards and try to time your attacks by gauging the distance the enemy is from the exit.
- 2) You gain 8MP per enemy killed, however, you actually get to choose which of your 5 characters gets the MP.
- 3) Since you start with OMP, items will be helpful for healing and attacking.
- 4) 6 Red Skeletons at Level 26, 6 Black Skeletons at Level 30.
- 5) The Black Skeletons have higher agility and thus will move before the reds. Use this to your advantage by NOT attacking the 2 reds on either the east or west side of the 2 central black skeletons. If you attack the those 2 reds and bring them to 1HP, the blacks can jump over them, but if you don't, the blacks in the center will waste a turn idling.

\*NOTE - these skeletons have a HIGH tolerance to ANY skill, whether magic or physical, therefore it's best to just use the attack command to bring them down to 1HP and use your stocked MP for killing multiple skeletons when they are in the 1 HP status.

#### TOPPA-JIN

-----

Seum Farming: 2nd - At higher levels this is a lot easier and can potentially be a 1st in terms of seum farming.

\*No rare drop in this game, at least not in the NTSC-US version as far as I can tell.

## >> The Rules

You start at the bottom of the arena, and must fight your way to the top exit.  
4 characters are chosen but only 1 has to make it to the exit.

## >> The Rewards

100 Seum is the top prize for a single round of Toppa-Jin. To win the top prize, only 1 person needs to reach the exit. What isn't mentioned is that if you defeat all the enemies, you win 200 Seum.

## >> Game Hints

- 1) Don't just send 1 character up alone, or he'll get beat down.
- 2) 19 Level 55 Arch Gargoyles, so bring in a healer or items
- 3) The surprise he is talking about is the 200 Seum
- 4) Keep spread apart since they all have spears and can hit 2 people standing together.
- 5) If Iga is above level 55, he has a good chance to instantly kill any enemy in Messho-reppa's attack range.

=====  
AM AidAR Temple  
=====

\*Rare Drop >RAGE BOMB< is a battle specific drop at Amaidar Temple.

SURVIVAL MODE  
-----

>>> PRIZE - >ANTI HEMO-JI< accessory

You choose 5 characters and are pitted against 6 enemies. Each time an enemy is killed another appears, so there will always be 6 enemies on screen.

Black Dragon -> Dark Elemental -> Poison Breath  
Ghost Knight -> Non-Elemental -> Charge, Mind Buster  
Assassin Lord -> Wind Elemental -> Tornado

## Current Place List

|              |            |
|--------------|------------|
| First Place  | = 30 kills |
| Second Place | = 25 kills |
| Third Place  | = 20 kills |
| Fourth Place | = 15 kills |
| Fifth Place  | = 10 kills |

Prize for finishing in First Place is >ANTI HEMO-JI< accessory

After much testing I've figured out a pattern to the enemies levels:

G - Ghost Knight  
A - Assassin Lord  
B - Black Dragon

|   |    |   |
|---|----|---|
| A | A  |   |
| G | BB | G |

Level of G is determined by the level of the FIRST character you choose. Let the level of said character be X. Thus the level of G is X-5.

Level of A is determined by the level of the THIRD character you choose. Let the level of said character be Y. Thus the level of A is Y-5.

Level of B is determined by the level of the LAST character you choose. Let the level of said character be Z. Thus the level of B is Z-5.

## TIME ATTACK

-----

>>> PRIZE - NOTHING >\_<

### Fastest Fights

First Place = 2 Minutes 0 seconds  
Second Place = 2 Minutes 12 seconds  
Third Place = 2 Minutes 24 seconds  
Fourth Place = 2 Minutes 36 seconds  
Fifth Place = 2 Minutes 48 seconds

Time expires after 3 Minutes, you can still finish the fight, but the timer won't count any more.

\*See Note 11 on how to speed up the process of selecting skills.

Again, I've tested the enemy levels, and although it's not as nicely set up, it still follows a pattern.

2 5  
1 3 4 6

\*The formula for the levels is  $[X - 8] + 1$ . Why isn't it just  $X - 7$ ? Well because testing it with Diekbeck at level 1 proves that it calculates what's in brackets first, and THEN adds 1 to it. Since 1 is the lowest level possible,  $[1 - 8] = 1$ , then add 1 to get  $1 + 1 = 2$ .

-Enemy 1's Level is determined by the level of the FIRST character you choose, place this level as X into the formula.

-Enemy 2's Level is determined by the level of the SECOND character you choose, place this level as X into the formula.

-Enemy 3's Level is determined by the level of the THIRD character you choose, place this level as X into the formula.

-Enemy 4's Level is determined by the level of the FOURTH character you choose, place this level as X into the formula.

-Enemies 5 and 6's Levels are determined by the level of the LAST character you choose, place this level as X into the formula.

### \*TIPS

1) Use Quick Skill Setup discussed in NOTE 11

2) Place Diekbeck as the LAST character in order to have 2 of the 6 enemies at Level 2.

We are finally done with our "Questing Through the Skies Part 1" ...

Now let's get back to the story shall we.

```
<>=====//-----//=====<>
 /// BRAKIA ///
<>=====//-----//=====<>
```

Welcome to Brakia; we are going to be here for what seems like a very long time, mostly because the dungeon/mountain that we can explore is used MULTIPLE times for story/jobs/hunts, and it is a long dungeon, so prepare thyselfes.

```
=====
| GOOZ <C9041>|
=====
```

This town seems all gloomy because of the new lord of the manor. Talk to everyone if you want, they change what they say if Gruga is the on screen character. Scope out the shop for a few new items. The leather armor will be pretty good if you didn't bother with any of the side quests up till now. Then head to the Guild.

-----  
LOCATION: GOOZ GUILD  
-----

There are no jobs at the moment. Check out the wanted posters.

[WM34] - DABANO  
[WM35] - GIGAS  
[WM36] - GAROP  
[WM37] - DREYPER

That's it for this town, so let's head to the other one just down the road.

\*Note that once you enter this town, there will be a battle in which Gruga is mandatory.

\*=====\*

|  |        |         |
|--|--------|---------|
|  | RUWAGA | <C9042> |
|--|--------|---------|

\*=====\*

Watch the quick scene, it turns out the soldiers are indeed monsters.

+++++

NAME: SPECTRE x6 (Ruwaga)  
Level: 55  
Steal: Sleep Ball  
Drop: Mint

\*Rare Drop >RUBY< is a battle specific drop in Ruwaga town.

Not much of a challenge, they can put you to sleep with sleep wind, but they tend to use their weak physical attacks to wake you up anyways.

+++++

Gruga's house is on the east side, there's nothing to do there, not even a free rest. When you're ready go to the house west of Grugas for a scene. Once that's done, heal up and head for the Manor.

\*=====\*

|  |              |         |
|--|--------------|---------|
|  | LORD'S MANOR | <C9043> |
|--|--------------|---------|

\*=====\*

Once you've picked your party, head north into the next room for a battle.

+++++

NAME: IRON GOLEM x4 (Lord's Manor)  
Level: 56  
Steal: Recover Fruit  
Drop: Bitter Leaf

NAME: DARK MAGE x4 (Lord's Manor)  
Level: 56  
Steal: Recover Fruit  
Drop: Cure-All

\*Rare Drop >RAGE BOMB< is a battle specific drop in Lord's Manor

Definitely take out the mages first, they have level 2 death and Weakness

spells. The golems aren't that challenging.

+++++

After the battle, head either east or west;

-east leads to 2 battle a) 5 golems and 2 mages (level 56), and b) 4 golems and 2 mages (level 57).

-west leads to 1 battle a) 4 golems and 2 mages (level 57)

+++++

NAME: IRON GOLEM (Lord's Manor)

Level: 56/57

Steal: Recover Fruit

Drop: Bitter Leaf

NAME: DARK MAGE (Lord's Manor)

Level: 56/57

Steal: Recover Fruit

Drop: Cure-All

\*Rare Drop >RAGE BOMB< is a battle specific drop in Lord's Manor

Again take out the mages first, there aren't as many so it should be easier. These battles really aren't too difficult, so if you want to try for the rare drop you may opt to go east. It's nothing special though.

+++++

After the battle with the level 57 enemies, you'll be in front of a set of double doors, go through to watch the surprising scene.

Afterwards, you'll be back in Gruga's house. Check up on Gruga, then exit his room. After some more scenes, go back and get Gruga.

Before heading for the mountain, make sure you have some recover fruits and some Magic Apple. Having the Romancing Stone equipped on your healer will definitely help.

```
=====
```

|         |                |               |             |                |
|---------|----------------|---------------|-------------|----------------|
|         | BANZA MOUNTAIN |               |             | <C9044>        |
| *=====* |                |               |             |                |
| \       | ITEMS /        | FEATHER STAFF | LIGHT ELBOW | BATTLE STICK / |
| *=====* |                |               |             |                |

My party: Tosh, Shu, Gruga, Lieza, Shante.

\*Note - the switches on each screen will be denoted switch(#). I will reset the switch number on each screen, always starting from 1 (i.e. switch(1)).

Head north to start, then east and south to the mine cart, choose "yes" and it will take you to a battle.

I ran into a wanted monster on this fight, you may or may not, he may appear later on, but since I ran into him now I'll cover it now, just refer back to this battle whenever you run into him.

[WM34] - DABANO

~~~~~ WM34 DABANO ~~~~~

REWARD: 2970G

MERITS: 5

HUNT POSTED: Gooz

HUNT LOCATION: Banza Mountain

AVAILABLE: During Banza Mountain events

WHEN TO COMPLETE: Before going to Forles

+++++

NAME: DABANO (Banza Mountain)  
Level: 66  
Steal: Magic Apple  
Drop: Dark Stream

NAME: MUD GOBLIN x7 (Banza Mountain)  
Level: 58  
Steal: Nuru-Nuru  
Drop: Tem's Grass

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain  
(Screen 1 and 2).

Dabano can heal himself either with his cure spell or with the Divide skill,  
other than that he's easily defeated. The mud goblins know power loss but  
that's it, just don't let them surround a low HP ally and you'll be fine.  
+++++

After the battle take the mine cart to the north.

Then go past the mine cart to a switch(1), flip it and then take the mine  
cart. (taking the mine cart before hand leads to a dead end and another  
battle). Once you're off the cart just head north.

>>Next Screen (2nd)

Head north and take the mine cart, it leads to another battle.

+++++  
NAME: MUD GOBLIN x8 (Banza Mountain)  
Level: 58  
Steal: Nuru-Nuru  
Drop: Tem's Grass

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain  
(Screen 1 and 2).

The mud goblins know power loss but that's it, just don't let them surround a  
low HP ally and you'll be fine. You have another wide area and although there  
is 1 extra goblin, it's still easy.  
+++++

After the battle, take the southwest mine cart, then hit the switch(1) on the  
wall to reveal some paths, and get back onto the mine cart.

Go east into a new open area. Just to the south is a mine cart so get on it  
...weeeeeee!! Hit the switch(2) and get back on Yaaaaaay!!

After getting off that fun ride go back to the west, get back onto the  
northwest mine cart, and head back to the start of this screen. Head south a  
bit, east and south through the narrow path to reach a chest containing  
>FEATHER STAFF< (which is actually a spear), then return north and take the  
east path that opened up for us. Take the mine cart again and exit north.

>>Next Screen (3rd)

Ignore the mine cart and follow the tracks north past the switch(1) until you  
are stopped, a battle will start after the scene.

+++++  
NAME: MUD STALKER x6 (Banza Mountain)  
Level: 60  
Steal: Recover Fruit  
Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain  
(Screen 3 and 4).

These guys are more challenging then the goblins. They have a sleep wind attack and they use clubs to hit multiple allies as well as prevent counters. Feel free to use up your MP since this is the last battle before a healing point.

+++++

After the battle go back south and flip that switch(1) you passed earlier, then take the mine cart. It will drop you off next to a chest containing >BATTLE STICK<. Get back on the cart to return to the start.

Go north and flip that switch(1) again, then continue following the tracks north until you come across another switch(2), flip that one as well. Now head all the way back south to the mine cart and take the cart to a nice Healing Point! (Not flipping switch 2 causes the mine cart to land in another battle against 6 Mud Stalkers). Heal up and exit north.

>>Next Screen (4th)

Ignore the mine cart and go north to a switch(1), flip it and then take the mine cart. Once you get off, flip the wall switch(2), and take the mine cart back again to the start. Go north and flip that switch(1) again, then take the mine cart. Move west and a Battle ensues.

+++++

NAME: MUD STALKER x7 (Banza Mountain)

Level: 61

Steal: Recover Fruit

Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain (Screen 3 and 4).

These guys are more challenging then the goblins. They have a sleep wind attack and they use clubs to hit multiple allies as well as prevent counters.

+++++

After the battle, get on the mine cart to the north and then head north a bit and directly east for another battle.

\*You can skip this battle by not going east here, but this fight has a wanted monster in it, so make sure to trigger this battle

~~~~~ WM35 GIGAS ~~~~~

REWARD: 2925G

MERITS: 4

HUNT POSTED: Gooz

HUNT LOCATION: Banza Mountain

AVAILABLE: During Banza Mountain events

WHEN TO COMPLETE: Before going to Forles

+++++

NAME: GIGAS (Banza Mountain)

Level: 65

Steal: Recover Fruit

Drop: Revival Dust

NAME: MUD STALKER x8 (Banza Mountain)

Level: 61

Steal: Recover Fruit

Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain (Screen 3 and 4).

The best way to start this battle is to move each one of you characters up 1 square, then all the mud stalkers will come towards you but none will be able

to hit you physically (sleep wind can still reach). Gigas starts in a ridiculous position, so deal with all the mud stalkers first and then make the long trek up to fight him. Gigas has a fire breath attack at level 2 and can dispel you.

+++++

After the battle, go all the way north, where Gigas started, and before exiting this screen, take the mine cart you see there. It will take you all the way back to the start of this screen, so go south.

>>Next Screen (3rd)

Use the Healing Point! Then go back north.

>>Next Screen (4th)

Take the cart back again to the north, and exit this screen.

>>Next Screen (5th)

Head north and choose whether you wish to fight (choosing no) or wish to avoid a fight (choosing yes). If you let him take the cart, you can just walk north to the other mine cart and head to the next screen, so it's faster that way.

I chose to fight because you get to ram the monster in the butt beforehand :).

+++++

NAME: WERETIGER x6 (Banza Mountain)

Level: 62

Steal: Cheer Nettle

Drop: Attack Bottle

\*Rare Drop >WIND CURSE< is a battle specific drop in Banza Mountain (Screens 5 and 6)

These guys can increase their attack power to 46, and they tend to combo their hits quite often. The fight area is pretty narrow but shouldn't pose a problem, just send in your big guys and let the healers heal.

+++++

Take the mine cart and exit north.

>>Next Screen (6th)

Head north and take the mine cart for a battle.

+++++

NAME: WERETIGER x5 (Banza Mountain)

Level: 62

Steal: Cheer Nettle

Drop: Attack Bottle

\*Rare Drop >WIND CURSE< is a battle specific drop in Banza Mountain (Screens 5 and 6)

These guys can increase their attack power to 46, and they tend to combo their hits quite often. Easier than the last battle, be sure to keep healed.

+++++

After the battle there are 6 horizontal (-) carts and 1 vertical (|) cart, take the vertical one north. [the first 5 horizontal carts do nothing, while the 6th horizontal cart leads to a dead end battle]

Taking the vertical mine cart leads to our next battle

+++++

NAME: WERETIGER x5 (Banza Mountain)

Level: 64



Steal: Cheer Nettle  
Drop: Attack Bottle

\*Rare Drop >WIND CURSE< is a battle specific drop in Banza Mountain (Screens 5 and 6)

These guys can increase their attack power to 47, and they tend to combo their hits quite often. Nothing new here.

+++++

After the battle take the third horizontal cart from the bottom

-  
-  
-  
(-)  
-  
-

It will lead you to a chest with a >LIGHT ELBOW< inside. After getting the chest return to the 6 mine carts. Take the mine cart in the southeast corner, then exit to the north.

>>Next Screen (7th)

Use the Healing Point, and prepare for the BOSS battle, then exit to the north.

>>Next Screen

+++++

NAME: RYGAR - BOSS (Banza Mountain Peak)

Level: 70

Steal: Revival Dust

Drop: Strengthen Fruit

NAME: GAS CLOUD (Banza Mountain Peak)

Level: 64

Steal: Recover Fruit

Drop: Nettle

\*Rare Drop >EARTH CURSE< is a battle specific drop in Banza Mountain Peak.

I recommend bringing Shante into this battle for her resurrection spell, since Rygar likes to cast death. The gas clouds are no threat, this battle is easy so long as death doesn't land on more than 1 character at a time.

+++++

After the battle watch the heartwarming scene.

Once that's all done, head to Gooz and collect your bounty, there are jobs but before we get started with those, we should take a little detour into Brakia Sealed Ruins.

\*Note if you were having difficulty in the last dungeon, you should try upgrading your weapons and armor at the smith shops. See the Blacksmith Limit Faq I wrote to help you determine how high a weapon or armor can be upgraded.

```
=====
```

|           |                     |                  |               |   |         |
|-----------|---------------------|------------------|---------------|---|---------|
|           | BRAKIA SEALED RUINS |                  |               |   | <C9045> |
| *=====*   |                     |                  |               |   |         |
| \ ITEMS / | POWER NUT           | RECOVER FRUIT    | ATROPHY BALL  | / |         |
| /         | \ SUPER ROD         | PHALANX          | BASTARD SWORD | \ |         |
| \         | / LIFE NUT          | POWER UNIT 11    | YELLOW POWDER | / |         |
| /         | \ SPIRIT SEED       | FULL POWER FRUIT | PALO'S NUT    | \ |         |
| \         | / CURE-ALL          | WIND EDGE        | RECO'S GRASS  | / |         |
| /         | \ BLUE FLAIL        | POWER UNIT 10    |               | \ |         |
| *=====*   |                     |                  |               |   |         |

I'll be writing this guide a little different than the other sealed ruins, cause this one can get complicated, since most floors have multiple stairs leading to different parts of the ruins.

You'll want to prepare with some healing items as well as 1 or 2 healers. Arc has a healing spell so he's a great substitute since he's an awesome attacker as well. Also make sure you have 17 spaces free in your inventory.

-----  
LOCATION: SEALED RUINS 1F  
ITEMS: POWER NUT, RECOVER FRUIT  
-----

+++++  
NAME: SA-100 x3 (Sealed Ruins - Brakia)  
Level: 54  
Steal: None  
Drop: Sub-Machine Gun  
  
NAME: PA-100 x4 (Sealed Ruins - Brakia)  
Level: 54  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's Strike Up. Careful around the PA's cause although guns aren't very powerful, they can hit multiple allies, easily remedied with a healer equipped with the Romancing Stone, but if you don't have it, I recommend bringing a healer, Arc, and some healing items.

+++++  
Collect the chests containing >POWER NUT< and >RECOVER FRUIT<, then go down the northeast stairs

-----  
LOCATION: SEALED RUINS B1  
ITEMS: ATROPHY BALL, SUPER ROD  
-----

+++++  
NAME: SA-100 x3 (Sealed Ruins - Brakia)  
Level: 55  
Steal: None  
Drop: Sub-Machine Gun  
  
NAME: PA-100 x4 (Sealed Ruins - Brakia)  
Level: 55  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's Strike Up. Send 2 attackers and a healer south, any more and you'll be wasting turns cause it's too narrow, so send the other 2 characters to the west to battle the other 2 enemies.

+++++  
After the battle pick up the chests containing >ATROPHY BALL< and >SUPER ROD<. Of the 2 exits, take the north one.

-----  
LOCATION: SEALED RUINS B2

ITEMS: NONE

+++++

NAME: SA-100 x3 (Sealed Ruins - Brakia)

Level: 57

Steal: None

Drop: Sub-Machine Gun

NAME: PA-100 x4 (Sealed Ruins - Brakia)

Level: 57

Steal: None

Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's Strike Up. Same as before, just follow the path around, killing as you go.

+++++

No items so take the only exit.

-----

LOCATION: SEALED RUINS B3

ITEMS: NONE

-----

+++++

NAME: SA-200 x3 (Sealed Ruins - Brakia)

Level: 61

Steal: None

Drop: Sub-Machine Gun

NAME: PA-200 x4 (Sealed Ruins - Brakia)

Level: 61

Steal: None

Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed down, PA's power down. This battle is more challenging. Try not to group up cause if everyone gets hit with speed down you can easily be killed. These guys are most likely already faster than you, so to have you speed cut in half is deadly. So try to take out the SA's first.

+++++

No chests again so take the only exit

-----

LOCATION: SEALED RUINS B4

ITEMS: PHALANX, BASTARD SWORD, LIFE NUT, POWER UNIT 11

-----

+++++

NAME: SA-200 x3 (Sealed Ruins - Brakia)

Level: 65

Steal: None

Drop: Sub-Machine Gun

NAME: PA-200 x4 (Sealed Ruins - Brakia)

Level: 65

Steal: None

Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed down, PA's power down. Not as difficult as the last fight, since the enemies are spread out and cant gang up on you. After killing the first 3 enemies, wait for the lone northeastern enemy to come towards you and finish him off, then send your whole party northwest, taking out 1 enemy at a time.

+++++

After the battle loot the place for a >PHALANX<, >BASTARD SWORD<, >LIFE NUT< and >POWER UNIT 11<. Awesome!! Now head back to the previous floor.

-----  
LOCATION: SEALED RUINS B3  
-----

Then back to the previous floor again.

-----  
LOCATION: SEALED RUINS B2  
-----

Once again back to the previous floor

-----  
LOCATION: SEALED RUINS B1  
-----

Ok so from here go around (ignoring the UP stair) and go down the stairs in the south this time.

-----  
LOCATION: SEALED RUINS B2  
ITEMS: YELLOW POWDER, SPIRIT SEED  
-----

+++++

NAME: SA-100 x3 (Sealed Ruins - Brakia)

Level: 58

Steal: None

Drop: Sub-Machine Gun

NAME: PA-100 x4 (Sealed Ruins - Brakia)

Level: 58

Steal: None

Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's strike up. Personally I would just sit around where you start and let the enemies come to you, taking the chance to pounce on them when they stupidly get too close, hehe.

+++++

After the fight grab the chests containing >YELLOW POWDER< and >SPIRIT SEED<, then circle around to the north stairs.

-----  
LOCATION: SEALED RUINS B3  
ITEMS: FULL POWER FRUIT  
-----

+++++

NAME: SA-200 x3 (Sealed Ruins - Brakia)

Level: 62

Steal: None

Drop: Sub-Machine Gun

NAME: PA-200 x4 (Sealed Ruins - Brakia)  
Level: 62  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed down, PA's power down. Again make sure to take out the SA's first. The enemies start pretty close so they'll be on you quick, make sure your healer is out of harms way, since you'll most likely need to use her healing on her first turn.

+++++

Pick up the lone chest here for an awesome >FULL POWER FRUIT<, then return to the previous floor.

-----  
LOCATION: SEALED RUINS B2  
-----

Make your way around and back up the previous floor again.

-----  
LOCATION: SEALED RUINS B1  
-----

Now make your way around and take the stairs leading UP.

-----  
LOCATION: SEALED RUINS 1F  
-----

We're back at the beginning, don't leave to rest at an inn cause the other path has a healing point on the very next floor, which is why I chose this path second. So when you are ready, let's take to other set of stairs in the southwest corner.

-----  
LOCATION: SEALED RUINS B1  
ITEMS: PALO'S NUT  
-----

+++++  
NAME: SA-100 x3 (Sealed Ruins - Brakia)  
Level: 56  
Steal: None  
Drop: Sub-Machine Gun

NAME: PA-100 x4 (Sealed Ruins - Brakia)  
Level: 56  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's Strike Up. The northern 3 enemies suffer from the stupid AI problem and won't come around to meet you. Once you start heading up though, they end up meeting you right around the exit stairs, and since you can't pass a set of stairs in this game, you may get stuck there, so I recommend sending your strongest ally up there, with a healer for support.

+++++

After the fight a Healing Point appears, so use it and collect the chest containing a >PALO'S NUT<. Don't take the stairs near the chest, take the other one first.

-----  
LOCATION: SEALED RUINS B2  
ITEMS: NONE  
-----

+++++  
NAME: SA-100 x3 (Sealed Ruins - Brakia)  
Level: 59  
Steal: None  
Drop: Sub-Machine Gun

NAME: PA-100 x4 (Sealed Ruins - Brakia)  
Level: 59  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's Strike Up. Make your way around killing them.

+++++  
No chests, so head around and take the only exit.

-----  
LOCATION: SEALED RUINS B3  
ITEMS: CURE-ALL, WIND EDGE  
-----

+++++  
NAME: SA-200 x3 (Sealed Ruins - Brakia)  
Level: 63  
Steal: None  
Drop: Sub-Machine Gun

NAME: PA-200 x4 (Sealed Ruins - Brakia)  
Level: 63  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed down, PA's power down. Just sit tight and wait for them to come to you, you start in a wide area so spread out so as to not get hit by speed down.

+++++  
After the fight pick up the chests containing a useless >CURE-ALL< and a >WIND EDGE<. Now head back to the previous floor.

-----  
LOCATION: SEALED RUINS B2  
-----

The head around and up the stairs again to the previous floor.

-----  
LOCATION: SEALED RUINS B1  
-----

Use the Healing Point if you want, and head north and down the stairs near the chest we opened earlier.

-----  
LOCATION: SEALED RUINS B2  
ITEMS: RECO'S GRASS  
-----

+++++  
NAME: SA-100 x3 (Sealed Ruins - Brakia)  
Level: 60  
Steal: None  
Drop: Sub-Machine Gun

NAME: PA-100 x4 (Sealed Ruins - Brakia)  
Level: 60  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed up, PA's Strike Up. Make your way around killing them, the 100's are not as tough as the 200's.

+++++

After the fight pick up the chest with a >RECO'S GRASS<, then take the only exit.

-----  
LOCATION: SEALED RUINS B3  
ITEMS: BLUE FLAIL, POWER UNIT 10  
-----

+++++  
NAME: SA-200 x3 (Sealed Ruins - Brakia)  
Level: 64  
Steal: None  
Drop: Sub-Machine Gun

NAME: PA-200 x4 (Sealed Ruins - Brakia)  
Level: 64  
Steal: None  
Drop: Machine Gun

\*Rare Drop >HYPER STICK< is a battle specific drop on ANY floor within Sealed Ruins in Brakia.

SA's know speed down, PA's power down. They all start pretty close to you, and since this is the last battle, go all out with spell/buffs. Again makes sure to take out the SA's first.

+++++

After the fight pick up the >BLUE FLAIL< and the >POWER UNIT 10<. Now just make your way back to 1F by taking all the UP stairs.

Head back to town and rest up, we are going to be heading back into Banza Mountain for various jobs and hunts. Since both hunts are in banza mountain, I'll simply cover them within the jobs section.

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

It's probably best to accept the jobs one at a time.

[WM36] - GAROP  
[Job36] - CLEAR THE TRACKS!  
[Job37] - COLLECT MINERALS  
[Job38] - DELIVER MEAT TO GOURMET

~~~~~ Job36 - CLEAR THE TRACKS! ~~~~~

REWARD: 3000G  
MERITS: 6  
JOB POSTED: Gooz  
JOB LOCATION: Banza Mountain  
AVAILABLE: After Banza Mountain events  
WHEN TO COMPLETE: Before going to Forles  
BEST OUTCOME: Clear the tracks of ALL rocks by placing them into a hole.

Once inside go west the first chance you get. I'll denote this new area as (New #).

>> Next Screen (New 1)

+++++  
NAME: BLACK SKELETON x3 (Banza Mountain)  
Level: 64  
Steal: Bomb  
Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)  
Level: 63  
Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

The black skeletons can speed themselves up, and the fire birds have a fire breath attack. Not difficult but the bird do have a AGL = 19 so they're pretty fast.

+++++

After the fight exit north.

>>Next Screen (New 2)

Take the mine cart and then exit to the north again.

>>Next Screen (New 3)

+++++  
NAME: BLACK SKELETON x3 (Banza Mountain)  
Level: 63  
Steal: Bomb  
Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)  
Level: 64  
Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

Same as last battle, with the levels reversed.

+++++

After the fight exit north.

>>Next Screen (New 4)

You'll meet up with your client here. Push the rocks by simply walking into them and use the black rectangular hole in the south as the disposal area. This can get annoying if you rush it, there are 15 in total (if I counted correctly). Once you've got them all, talk to your client and choose "Finish Job", he mentions a bonus, but there isn't one, so resist the urge to chuck him into the hole and go get your bounty.



~~~~~ Job37 - COLLECT MINERALS ~~~~~

REWARD: 4000G  
MERITS: 8  
JOB POSTED: Gooz  
JOB LOCATION: Banza Mountain  
AVAILABLE: After Banza Mountain events  
WHEN TO COMPLETE: Before going to Forles  
BEST OUTCOME: Collect all 20 Minerals and bring to Client.

\* Bring in Shu as one of your fighters so we can steal from the wanted monsters.

Ok this mission is long and annoying. Start again by going west after talking with your client.

>>Next Screen (New 1)

+++++  
NAME: BLACK SKELETON x3 (Banza Mountain)  
Level: 64  
Steal: Bomb  
Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)  
Level: 63  
Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

Just kill and continue, we've already seen these guys in the last job.  
+++++

After the fight pick up the 2 minerals.

-> Minerals found 2/20.

Exit north.

>>Next Screen (New 2)

Take the mine cart north and exit north

>>Next Screen (New 3)

~~~~~ WM36 GAROP ~~~~~

REWARD: 3060G  
MERITS: 4  
HUNT POSTED: Gooz  
HUNT LOCATION: Banza Mountain  
AVAILABLE: After completing Banza Mountains events  
WHEN TO COMPLETE: During "Job37 - Collect Minerals"

+++++  
NAME: GAROP (Banza Mountain)  
Level: 68  
Steal: Mad Builder  
Drop: Rue's Medicine

NAME: BLACK SKELETON x3 (Banza Mountain)  
Level: 63  
Steal: Bomb  
Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)  
Level: 64

Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

Garop shows up in this battle, so if he doesn't, then just exit and re-enter the screen until he does. He's not very tough, his thunder breath can lower your attack. Also after killing, reloading, killing, reloading, etc, I finally confirmed his drop is actually a Rue's Medicine, which makes sense since he is a thunder bird.

+++++

After the battle pick up the lone mineral.

-> Minerals found 3/20.

Return back to where the client was.

Once back at the client, go north, east into an open area, then check the northwest part of this open area for another mineral.

-> Minerals found 4/20.

Head to the southeast and take the mine cart, you'll have a battle

+++++

NAME: MUD GOBLIN x7 (Banza Mountain)

Level: 58

Steal: Nuru-Nuru

Drop: Tem's Grass

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain (Screen 1 and 2).

Kill and move on, they are not difficult.

+++++

Take the north mine cart, there will be a switch(1) here, leave it for now and just take the available mine cart to reach another battle.

\*If you didn't run into the wanted monster Dabano during the story events here in Banza mountain, then this is the spot he will appear in.

+++++

NAME: MUD GOBLIN x7 (Banza Mountain)

Level: 58

Steal: Nuru-Nuru

Drop: Tem's Grass

\*NAME: DABANO (Banza Mountain)

\*Level: 66

\*Steal: Magic Apple

\*Drop: Dark Stream

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain (Screen 1 and 2).

Kill and move on, they are not difficult.

+++++

After the fight, pick up the 2 minerals.

-> Minerals found 6/20

Take the mine cart back, and this time, flip the switch(1), then take the mine cart again. Exit north.

>> Next Screen (2nd)

Go north and take the mine cart

+++++  
NAME: MUD GOBLIN x8 (Banza Mountain)  
Level: 59  
Steal: Nuru-Nuru  
Drop: Tem's Grass

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain  
(Screen 1 and 2).

Kill and move on, they are not difficult.

+++++

After the fight pick up the lone mineral.

-> Minerals found 7/20.

Take the southwest mine cart and flip the switch(1), jump back onto the mine cart and go east to the new section that opened up, search northeast in this large area for another mineral.

-> Minerals found 8/20

Then take the mine cart in the south, it will take you around to another switch(2), flip it and get back onto the mine cart. Once you're off, go back west, and take the northwest mine cart back to the beginning of this screen again. Take the new path that you opened up south to find 2 minerals and an already obtained chest.

-> Minerals found 10/20

Head back north and take the first east you come across, this is the other new section you opened up with that last switch(2) that you hit. It will take you to a room with a mine cart, but before getting on the cart go east a little bit more and pick up the Mineral.

-> Minerals found 11/20

Now take the mine cart, and after you get off, exit north.

>> Next Screen(3rd)

On this screen, ignore the mine cart to start and walk north. Go east as soon as you can for 3 minerals.

-> Minerals found 14/20

Now follow the tracks north, ignore switch(1), you will have to fight a battle

+++++  
NAME: MUD STALKER x6 (Banza Mountain)  
Level: 60  
Steal: Recover Fruit  
Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain  
(Screen 3 and 4).

Just watch for their sleep attack and don't stand together since they use clubs.

+++++

After the fight, continue walking north, flip switch(2) and keep following the track as far north as you can go, you will find another mineral.

-> Minerals found 15/20

Now go ALL the way back south to the start of the screen and get on that mine cart. It will take you to a Healing Point. Exit north.

>>Next Screen(4th)

Ignore the mine cart, and follow the EAST tracks north, pick up the mineral you see

-> Minerals found 16/20

Go back to where the mine cart was and follow the WEST tracks north. You will pass switch(1) and find a mineral.

-> Minerals found 17/20

Now go back south and flip switch(1), then take the mine cart. It will lead you to switch(2), so flip it and get back on the mine cart. Once you are off the cart, go back north and flip switch(1) again, then go back south and take the mine cart once more. Walk west, a little scene will occur, and we'll have a battle.

+++++  
NAME: MUD STALKER x7 (Banza Mountain)  
Level: 61  
Steal: Recover Fruit  
Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain (Screen 3 and 4).

Just watch for their sleep attack and don't stand together since they use clubs.

+++++

After the fight, take the north mine cart. Once you are off the mine cart, DONT go east as it leads to a battle you don't need to fight. Instead walk all the way north, east past the mine cart, and north some more until you see another mineral.

-> Minerals found 18/20

Now just exit north.

>> Next Screen(5th)

Walk north and pick up a mineral.

-> Minerals found 19/20

Then north some more, let the monster take the cart, and pick up the last mineral.

-> Minerals found 20/20!!

Now we have to go all the way back, so exit south.

>> Next Screen(4th)

Take the first mine cart you see. Exit south.

>> Next Screen(3rd)

Heal if you want, and take the mine cart. Exit south.

>>Next Screen(2nd)

Take the cart, then walk west until you hit a wall, then exit south.

>>Next Screen(1st)

Take the cart, take the next cart, take the southwest cart, then walk west and south to meet our client. Go collect our well deserved bounty.

~~~~~ Job38 - DELIVER MEAT TO GOURMET ~~~~~

REWARD: 2000G  
MERITS: 5  
JOB POSTED: Gooz  
JOB LOCATION: Gooz inn; Lord's Manor  
AVAILABLE: After events at Banza Mountain  
WHEN TO COMPLETE: Before going to Forles  
BEST OUTCOME: Bring food

Enter the east room at the inn and the job will begin. Go to the Lord's manor and enter the room where Elena is (it's where Rygar's was earlier), then enter the room to the east. The northwest table will have a large piece of meat, so pick it up and return it to the Gourmet.

A couple new jobs appeared so let's do them now.

[Job39] - DELIVER THE HERB - after job37 and job38  
[Job40] - MONSTERS ON THE TRACKS! - after job37 and job38  
[WM37] - DREYPER

~~~~~ Job39 - DELIVER THE HERB ~~~~~

REWARD: 3000G  
MERITS: 7  
JOB POSTED: Gooz  
JOB LOCATION: Gooz Bar  
AVAILABLE: After Job37 and Job38 are complete  
WHEN TO COMPLETE: Before going to Forles  
BEST OUTCOME: Build up the nerve to actually go back into the stupid mountain

Yes this job requires you to not just go back into the mountain, but to go ALL THE WAY TO THE END OF IT!! Why? Because apparently the cure-all's from the shops aren't good enough, it's not like it doesn't cure ALLLLLLLL status afflictions, but whatever, fine, we'll go back in, and let's hope the extra ingredient in this new herb is a violent explosive laxative.

Enter the bar at the northeast corner of town. "If it exists at all"??? It better damn well exist!!

Start by going north and east and take the mine cart to a battle

+++++  
NAME: MUD GOBLIN x7 (Banza Mountain)  
Level: 58  
Steal: Nuru-Nuru  
Drop: Tem's Grass

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain (Screen 1 and 2).

Kill and move on, they are not difficult.

+++++

Take the north mine cart, then go north a bit and flip the switch(1), then take the other mine cart. Exit north

>>Next Screen(2nd)

Go north and take the mine cart for a battle

+++++  
NAME: MUD GOBLIN x8 (Banza Mountain)  
Level: 59  
Steal: Nuru-Nuru  
Drop: Tem's Grass

\*Rare Drop >FLAMEKNIFE< is a battle specific drop within Banza Mountain  
(Screen 1 and 2).

Kill and move on, they are not difficult.

+++++

Take southwest cart and flip switch(1), get back on the cart, then head east and onto the other cart. Flip switch(2), then return. Go west and take the northwest cart back to the beginning, then walk all the way east through the new path we created. Take the mine cart here and exit north.

>>Next Screen(3rd)

Ignore the cart and switch(1) and continue to walk all the way north until a battle ensues.

+++++  
NAME: MUD STALKER x6 (Banza Mountain)  
Level: 60  
Steal: Recover Fruit  
Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain  
(Screen 3 and 4).

Just watch for their sleep attack and don't stand together since they use clubs.

+++++

After the fight go north and flip switch(2). Now go all the way back south and take the cart. Heal at the Healing Point and exit north.

>>Next Screen(4th)

Ignore the cart and walk north to switch(1), flip it and return to the cart. Take the cart and once you get off flip switch(2), return with the cart. Now go north again and flip switch(1) again, go back south and take the cart once more.

Walk west and after the little scene, we fight.

+++++  
NAME: MUD STALKER x7 (Banza Mountain)  
Level: 61  
Steal: Recover Fruit  
Drop: Mint

\*Rare Drop >WIND CHARM< is a battle specific drop within Banza Mountain  
(Screen 3 and 4).

Just watch for their sleep attack and don't stand together since they use clubs.

+++++

After the battle take the north mine cart. Head north (past the east intersection), and continue following the north path to the exit. [The cart just before the exit can be used to bring you back to the beginning of the screen and thus the healing point nearby.]

>>Next Screen(5th)

Walk north, allow the monster to take the cart, then take the next available cart and exit north.

>>Next Screen(6th)

Walk north and take the cart to a battle

+++++  
NAME: WERETIGER x5 (Banza Mountain)  
Level: 62  
Steal: Cheer Nettle  
Drop: Attack Bottle

\*Rare Drop >WIND CURSE< is a battle specific drop in Banza Mountain (Screens 5 and 6)

You know what to do.

+++++

After the fight, take the north mine cart for another battle.

+++++  
NAME: WERETIGER x5 (Banza Mountain)  
Level: 64  
Steal: Cheer Nettle  
Drop: Attack Bottle

\*Rare Drop >WIND CURSE< is a battle specific drop in Banza Mountain (Screens 5 and 6)

Same thing here.

+++++

After the fight take the east cart and exit north.

>>Next Screen(7th)

Head north and you'll find the special >CURE-ALL HERB<. Ok let's get out of here now. So exit south.

>>Next Screen(6th)

Ignore the cart, and just hike it to the 6 carts, take the southernmost one. This time take the northern most one. Now exit south.

>>Next Screen(5th)

Get on the cart, head west and south to exit this screen.

>>Next Screen(4th)

Take the first cart you see here, and once you get off, exit south.

>>Next Screen(3rd)

Use Healing Point if you wish. Take the cart and once you get off, exit south.

>>Next Screen(2nd)

Take the cart, then head west all the way until you hit a wall. Exit south.

>>Next Screen(1st)

Take the cart, take the next cart, take the southwest cart, then go west and south to get out.

Go to the bar to give your client his item, then go collect your bounty.

In the next job we will be taking out a wanted monster also.

~~~~~ Job40 - MONSTERS ON THE TRACKS! ~~~~~

REWARD: 4800G

MERITS: 12

JOB POSTED: Gooz

JOB LOCATION: Banza Mountain - west section

AVAILABLE: After job37 and job38 are completed. If it doesn't show up, try exiting the town and re-entering, this usually works.

WHEN TO COMPLETE: Before going to Forles

BEST OUTCOME: Defeat all monsters

Go back into the mountain ... (sarcastic cheering)

Head west at the start.

>>Next Screen(New1)

+++++

NAME: BLACK SKELETON x3 (Banza Mountain)

Level: 64

Steal: Bomb

Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)

Level: 63

Steal: Attack Bottle

Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

Same as the previous strategy regarding these guys.

+++++

Exit north

>>Next Screen(New2)

Take the cart then exit north again.

>>Next Screen(New3)

+++++

NAME: BLACK SKELETON x3 (Banza Mountain)

Level: 63

Steal: Bomb

Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)

Level: 64

Steal: Attack Bottle

Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

Same as the previous strategy regarding these guys.

+++++

Exit north

>>Next Screen(New4)

This was the screen from one of our previous jobs, ignore the guy still



wandering around here and take the new exit to the northwest.

>>Next Screen(New5)

This is the screen in which Dreyper the wanted monster can appear, so to prevent having to start this whole process over again, simply exit back to the previous screen and re-enter until he appears.

~~~~~ WM37 - DREYPER ~~~~~

REWARD: 3060G  
MERITS: 4  
HUNT POSTED: Gooz  
HUNT LOCATION: Banza Mountain - west section 5th screen  
AVAILABLE: During "Job40 - Monsters on the tracks!"  
WHEN TO COMPLETE: Before going to Forles

+++++

NAME: DREYPER (Banza Mountain)  
Level: 68  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: BLACK SKELETON x3 (Banza Mountain)  
Level: 65  
Steal: Bomb  
Drop: Neba-Neba

NAME: FIRE BIRD x4 (Banza Mountain)  
Level: 65  
Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

Dreyper can lower your defense with Plasma Shock, and charge himself. Since you starts so far away, he may actually charge a few times before you reach him. Not much difficulty in this battle, enemies are spread out so you won't be ganged up on.

+++++

After the fight exit to the northwest for the job to start.

>>Next Screen(New6)

+++++

NAME: FIRE BIRD x8 (Banza Mountain)  
Level: 65  
Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >EARTH CHARM< is a battle specific drop during this fight.

No difference between these guys and the other birds you've been fighting in here, so just buff up your characters and let the enemies come to you.

+++++

After the fight, watch the scene, you can't do anything with the egg until our next job, so leave for now.

>>Next Screen(New5)

Exit to the east

>>Next Screen(New4)

Go east and south to the exit.

>>Next Screen(New3)

Exit south

>>Next Screen(New2)

Take the cart and exit south

>>Next Screen(New1)

Exit to the southeast.

Go back to the guild to collect your bounty, now exit town and re-enter. Go to the guild to find we have another job in the mountain, no I'm not kidding.

[Job41] - GET MONSTER EGG

Start off by going to the inn again to initiate the job, then head for the mountain.

~~~~~ Job41 - GET MONSTER EGG ~~~~~

REWARD: 3800G

MERITS: 7

JOB POSTED: Gooz

JOB LOCATION: Banza Mountain - west section

AVAILABLE: After job40 is completed. If it doesn't show up, try exiting the town and re-entering, this usually works.

WHEN TO COMPLETE: Before going to Forles

BEST OUTCOME: Pick up the Fire Bird Egg

After talking with fatty-mcButterpants at the inn, we've arrived yet again at the mountain, so instead of re-writing the EXACT same stuff I just did, just scroll up please to the beginning of the last job :). Everything is exactly the same except no Dreyper this time around obviously. So once you've gotten the egg, return it to your client.

Collect your bounty, exit the town and re-enter again, the guild has another job for you.

[Job42] - MONSTER KIDS!

~~~~~ Job42 - MONSTER KIDS! ~~~~~

REWARD: 5000G

MERITS: 7

JOB POSTED: Gooz

JOB LOCATION:

AVAILABLE: After completing "Job41 - get monster egg". Just exit town and re-enter for it to appear.

WHEN TO COMPLETE: Before going to Forles

BEST OUTCOME: Cure his kids with SPECIAL Cure-All from doctor in the bar.

Hey guess what ... you don't have to go back to the mountain ... your welcome. Anyways, start by talking to the Gourmet man in the inn. Then go to see the doctor at the bar. Return to the inn with the special cure-all to cure his kids, yaay we're finally done.

Before continuing with the story, i will add the random battle section here in Brakia for completions sake

\*\*\*\*\*  
\*\*\*\*\* RANDOM BATTLES \*\*\*\*\*  
\*\*\*\*\*

```
=====
| ZANAG PLAIN |
=====
```

```
+++++
NAME: HYDRA x2 (Zanag Plain)
Level: 58
Steal: Recover Fruit
Drop: Rue's Medicine
```

```
NAME: SWORD EATER X4 (Zanag Plain)
Level: 56
Steal: Strengthen Fruit
Drop: Attack Bottle
```

```
NAME: SPHINX x2 (Zanag Plain)
Level: 57
Steal: Antidote Nut
Drop: Cure-All
```

\*Rare Drop >GALE EDGE< is a battle specific drop in Zanag Plain.

The Hydra's have thunder breath which will lower your attack so you'll want to take them out first, but heading straight north will get you surrounded by the sword eaters who have stronger physical attacks then the Hydras, so your best bet would be to take it slow and kill the enemies as they approach you. The area is HUGE and the Sphinxs, who are the most dangerous enemy in this battle, won't reach you for some time. The Sphinxes have strike power and poison breath BOTH at level 2 and have ATK = 39 (48 with strike power), so make sure to have a healer close by.

```
+++++
```

Let's continue with the story shall we?

\*NOTE you cannot purchase anything in Forles (Ramul), and there will be a part in one of the dungeons where you won't be able to use skills, hence cannot heal your characters unless you have recovery items, so purchase them before hand on Brakia (approx 8-10).

```
<>=====//-----//=====<>
// FORLES //
<>=====//-----//=====<>
```

```
=====
| HOLN <C9046>|
=====
```

\*Equip the Unicorn horn on someone to have a chance at the unique Corpse Edge if you didn't get it last time, or if you got it and butchered it by leveling it to max before even realizing that you could upgrade the max attack like I did. Try to get one, this is the quickest/easiest way.

Go all the way north and enter Lieza's house.

```
+++++
NAME: DEATH DRUID x4 (Holn - Lieza's House)
Level: 49
Steal: Magic Apple
Drop: Magic Apple
```

\*Rare Drop >CORPSE EDGE< is a battle specific drop in Lieza's House.

With all the sidequesting we've done these guys will be puchovers, feel free to bring in some new characters if you want. They have a level 1 earthquake spell with a decent 33 MAG stat, but that's it.

+++++

Afterwards, leave and head for Ramul

```
=====
| RAMUL |
=====
```

Everyone in Ramul is acting weird like they're possessed or something. Head to the inn to find Leets. Watch the scenes then choose to rest and save your game. In the middle of the night more scenes occur, afterwards leave town and enter Gia Temple

```
=====
| GIA TEMPLE <C9047>|
=====
\ ITEMS / WIND BLADE HATCHET EARTH BLADE /
/ \ DIEK PUNCH GROUNDGRIZZLE FANG BLACK WEAR \
=====
```

Watch the scene at the entrance and then select your party for the battle

+++++  
NAME: MASTER MUMMY x9 (Gia Temple Square)  
Level: 49  
Steal: Bitter Leaf  
Drop: Attack Bottle

\*Rare Drop >GROUNDWONDER CARD< is a battle specific drop in Gia Temple Square.

These guys have a 34 ATK stat and a dark shield skill, nothing to great so just kill them and move on. Try to get the rare drop too.

+++++

After the fight you'll be inside and you can choose your party again for the temple itself.

Head north up the stairs and into the door.

>>Next Screen (Church)

You'll be in church, after the conversation, you can either go into the northeast or northwest doors. NE has NO battle in the next room, so you may want to choose that path.

CHURCH EAST SIDE  
-----

>>Next Screen

In this room, exit northwest

>>Next Screen

In here grab the 2 chests for a >WIND BLADE< and >HATCHET<. Ignore the south exit and go north.

>>Next Screen

Go east and south through the door

>>Next Screen

+++++  
NAME: SKELETON LORD x3 (Gia Temple Church)  
Level: 51  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: DEMI-ZOMBIE x2 (Gia Temple Church)  
Level: 51  
Steal: Magic Apple  
Drop: Green Mem Grass

\*Rare Drop >EARTHROBE< is a battle specific drop in Gia Temple Church.

Demi-Zombie's have a level 2 confusion spell and they can throw stuff (shoes/head), they also have 42ATK. The skeletons have strike power which can bump them up to 49ATK. I'd recommend getting rid of the Zombies quickly to avoid the confusion status.

+++++  
After the battle exit south.

>>Next Screen

Looks like our cover's been blown. Make note of the "Switch" that the nun flipped (Behind the priest). Afterwards take the east balcony all the ways south.

>>Next Screen

Take the north west exit.

>>Next Screen

Pick up the chest here containing >EARTH BLADE<, then take the exit just south of the chest.

>>Next Screen

+++++  
NAME: SKELETON LORD x3 (Gia Temple Church)  
Level: 52  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: DEMI-ZOMBIE x2 (Gia Temple Church)  
Level: 52  
Steal: Magic Apple  
Drop: Green Mem Grass

\*Rare Drop >EARTHROBE< is a battle specific drop in Gia Temple Church.

Again make sure to take out the stupid zombies first, I got hit with level 2 confusion and 4 of my 5 characters were confused.

+++++  
After the fight pick up the chest containing >DIEK PUNCH<, yes that's right, he actually has another weapon. Exit back north.

>>Next Screen

Take the southwest exit

>>Next Screen

Northeast exit

>>Next Screen

Walk around the balcony to the west side.

CHURCH WEST SIDE

-----

Once on the west side of the balcony go south all the way to the exit

>>Next Screen

Take the northeast stairs

>>Next Screen

Exit southwest

>>Next Screen

Pick up the chest containing a >GROUNDGRIZZLE FANG<, then go back north.

>>Next Screen

Southeast exit

>>Next Screen

Northwest exit.

>>Next Screen

On the balcony again, go all the way north and through the door/curtain.

>>Next Screen

Again go all the way north

>>Next Screen

Pick up the chest in here containing >BLACK WEAR<. Use the Healing Point and instead of going southeast here, take the southwest exit back up to the balcony. This way we can avoid an unnecessary battle.

>>Next Screen

Once you are back up on the balcony go to the east side

CHURCH EAST SIDE

-----

Once on the east side go north

>>Next Screen

Go north again

>>Next Screen

Take southwest exit

>>Next Screen

Take southwest exit (past the 2 empty chests)

>>Next Screen

Take southeast exit.

>>Next Screen

You are now back on the churches floor level, so our next step is to go flip that switch behind the altar.

\*NOTE if you want, you can actually leave Gia Temple and save your game back in Ramul, then come back, this is recommended since magic will not be permitted in the next area, and thus you can have a chance at re-choosing your party if need be.

Once you are ready go behind the altar and face north, press x and you'll be allowed to press the hidden switch. Do so and enter.

>>Next Screen

#### CHURCHES HIDDEN PATH -----

An odd scene occurs, with no one talking?? I believe that was Lieza's grandpa. Go north.

>>Next Screen

+++++  
NAME: SKELETON LORD x3 (Gia Temple - Hidden Path)  
Level: 52  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: DEMI-ZOMBIE x2 (Gia Temple - Hidden Path)  
Level: 52  
Steal: Magic Apple  
Drop: Green Mem Grass

\*Rare Drop >EARTHROBE< is a battle specific drop in Gia Temple Hidden Path.

Long corridor, again the main concern is confusion. Not being able to use skills can be troublesome, hopefully you have some recover fruits saved up.  
+++++

After the battle go north.

>>Next Screen

#### EYEBALL PUZZLES -----

Enter the northwest eyeball.

>>Next Screen

Move the pillar onto the tile with the light. Then exit back south.

>>Next Screen

Go into the northeast eyeball now.

>>Next Screen

Go north through the eyeball door until you hit a wall, then go east, south and east at the eyeball intersection :), then south and west to push the pillar into the hole. Cross the new bridge you made and push the other pillar west until it hits a wall. Go onto the south side of the pillar and push it north to the SECOND LAST spot (not all the way north).

Now go south and around to the west and north back up to that pillar, push it east now until it falls and another door opens. Now do the same thing with the other 2 pillars in the southwest. Make sure to use the same path, don't use the west wall path.

Once you've gotten all 3 pillars stacked up, step on them and push the pillar north of you onto the light tile. Exit north now.

>>Next Screen

\*NOTE I've done the following puzzles in different orders, and the orders don't seem to matter.

In this room (I'll call this the main room), go east, south past the intersection, then west a bit and north under the archway to the next screen.

>>Next Screen

#### PILLAR PUZZLES

-----

##### PUZZLE #1

-----

In this room, look at the skull lined up on the north wall, you should notice that 2 of them are missing 2 vertical lines BELOW their mouths, these are actually an indicator of SWITCHES for these puzzles.

Push the pillar north against the wall, then push it east on top of that skull switch, a door will open. Exit back out.

>>Next Screen

Now go south, west, north, west and north up the stairs.

>>Next Screen

##### PUZZLE #2

-----

Go north and east to a pillar, push it east 3 squares so that it JUST passes the south wall, then push it all the way south onto the skull switch. Now exit this room

>>Next Screen

Go south, east, south, east (past the arch), north, east and north to the next puzzle.

>>Next Screen

##### PUZZLE #3

-----

Move the pillar all the way north and then west until a battle starts.

+++++  
NAME: SKELETON LORD x3 (Gia Temple)  
Level: 54  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: DEMI-ZOMBIE x2 (Gia Temple)  
Level: 54  
Steal: Magic Apple  
Drop: Green Mem Grass

\*Rare Drop >FIRE CURSE< is a battle specific drop in Gia Temple Church Hidden



Puzzle Rooms.

You have a healing point just a couple rooms back, so go all out.

+++++

After the battle continue moving the pillar west, but NOT all the way, you need to push it south through the door you opened earlier. Push it as far south as it can go, then notice the skull switches on either side, the left one is a switch, so push the pillar west to open the last door.

That's it, we are done, so head back to where puzzle 2 was (Far West Room), and enter the doors to reach a Healing Point.

\*NOTE you CANNOT leave to go to Ramul and save, I tried this and all the battles and puzzles get reset. So DONT DO IT!

Once you are prepared, go north for the Boss fight.

"Unholy Crap!" - Elc

+++++

NAME: ARCHMONK - BOSS (Gia Temple)

Level: 56

Steal: Recover Fruit

Drop: Cure-All

NAME: MAGE SMOG x6 (Gia Temple)

Level: 54

Steal: Magic Apple

Drop: Magic Apple

\*Rare Drop >SILK BELT< is a battle specific drop in Gia Temple Boss Battle.

The Mage Smog are really no threat at all. Archmonk can hit your MP and use misery beam which hits in a straight line. Overall this battle is easy and since you can use your skills again, there should be no reason to struggle through this.

+++++

Afterwards, watch the sad scene and the cool FMV.

Once you regain control, go back to Ramul Guild for some jobs

[Job43] - YUK YUK COMEDY CLUB GUARD

[Job44] - GET FOOD TO HOLN VILLAGE

~~~~~ Job43 - YUK YUK COMEDY CLUB GUARD ~~~~~

REWARD: 3500G

MERITS: 6

JOB POSTED: Ramul

JOB LOCATION: Comedy Club next to the guild

AVAILABLE: After Gia Temple events

WHEN TO COMPLETE: Before going to Millmana

BEST OUTCOME: Defeat the monsters

+++++

NAME: ORC x6 (Ramul Comedy Club)

Level: 56

Steal: Cheer Nettle

Drop: Herb

No strategy is needed, they are weak.

+++++

Collect your bounty and take the other job.

REWARD: 3000G  
MERITS: 8  
JOB POSTED: Ramul  
JOB LOCATION: Ramul Bar, then Holn Village  
AVAILABLE: After Gia Temple events  
WHEN TO COMPLETE: Before going to Millmana  
BEST OUTCOME: Deliver the food

```

+++++
NAME: BARBARIAN x6 (Ramul Comedy Club)
Level: 56
Steal: Cheer Nettle
Drop: Axe

```

After the scenes go collect your bounty, save, rest and go to your airship. Watch the scenes here and you'll have access to another continent.

```

=====
| AJARL <C9048>|
=====

```

[WM38] - DALCIOS  
[WM39] - KISH  
[WM40] - GORGAS  
[WM41] - GROVIS

```
REWARD: 3250G -> it's actually 3150G
MERITS: 5
HUNT POSTED: Ajarl
HUNT LOCATION: Razen Pond
AVAILABLE: Once you arrive in Millmana for the first time
WHEN TO COMPLETE: Right away :)
```

+++++

NAME: DALCIOS (Razen Pond)  
Level: 70  
Steal: Recover Fruit  
Drop: FlameWonder Card

NAME: SLIME BOMBER x4 (Razen Pond)  
Level: 63  
Steal: Bomb  
Drop: Bomb

NAME: VENOM FLY x4 (Razen Pond)  
Level: 62  
Steal: Cure-All  
Drop: Paralysis Apple

\*Rare Drop >METAL BALLS< is a battle specific drop in Razen Pond/Ruvag Woods/Nicaruss Forest

Venom fly's know paralyze breath at level 2. The slimes know death and have a suicide attack when low on HP, they also have 52 ATK!

+++++

Once you are ready to continue with the story, make Sania the on-screen character (R2), and go to the bar, go towards the guy with glasses (Roan) and he'll automatically recognize Sania.

After the scene, choose to exit millmana via your airship. On the world map go to the Oil Rig for some scenes.

After the scenes go back to Millmana and talk to Roan again.

Ok so our next destination is the forest to the north of the silver noah, make sure you're prepared. Purchase some strengthen fruits, and equip you characters, we have a pretty long area coming up.

```
=====
```

|  |             |         |
|--|-------------|---------|
|  | NIEN FOREST | <C9049> |
|--|-------------|---------|

```
=====
```

Follow the path north until you reach a north/west intersection, take the north path since the west leads to a dead end.

>>Next Screen

+++++

NAME: DARK HEMO-JI x2 (Nien Forest)  
Level: 63  
Steal: Power Jelly  
Drop: Rue's Medicine

NAME: LIFESUCKER x3 (Nien Forest)  
Level: 62  
Steal: Power Club  
Drop: Recover Fruit

\*Rare Drop >DAMOCLES BLADE< is a battle specific drop in Nien Forest

The Hemo-Ji's can turn you into one of them and also use paralyze wind, so cast silence to prevent this. Lifesuckers can use divide. Whichever path you take, you will most likely get blocked off, so this can be a little frustrating. Make sure a strong defensive character leads the way.

+++++

After the battle, exit to the west.

>>Next Screen

+++++  
NAME: DARK HEMO-JI x2 (Nien Forest)  
Level: 63  
Steal: Power Jelly  
Drop: Rue's Medicine

NAME: LIFESUCKER x3 (Nien Forest)  
Level: 62  
Steal: Power Club  
Drop: Recover Fruit

\*Rare Drop >DAMOCLES BLADE< is a battle specific drop in Nien Forest

The Hemo-Ji's can turn you into one of them and also use paralyze wind, so cast silence to prevent this. Lifesuckers can use divide. More room here makes it a bit easier than last battle.

+++++

Take the northeast exit.

>>Next Screen

There's a chance that Kish the wanted monster will appear on this screen, so if she doesn't, then just exit the screen and re-enter. You'll initiate a battle on the previous screen when doing this, but just re-enter the third screen by escaping that battle.

~~~~~ WM39 KISH ~~~~~

REWARD: 3150G  
MERITS: 4  
HUNT POSTED: Ajarl  
HUNT LOCATION: Nien Forest  
AVAILABLE: First time you enter Nien Forest  
WHEN TO COMPLETE: First time through the forest

+++++  
NAME: KISH (Nien Forest)  
Level: 70  
Steal: Pity  
Drop: Recover Fruit

NAME: DARK HEMO-JI x4 (Nien Forest)  
Level: 63  
Steal: Power Jelly  
Drop: Rue's Medicine

\*Rare Drop >DAMOCLES BLADE< is a battle specific drop in Nien Forest

The Hemo-Ji's can turn you into one of them and also use paralyze wind, so cast silence to prevent this. Kish is just a higher level lifesucker, but she's got a nice steal, so if you forgot to bring Shu with you don't worry, just get into a battle where Kish DOESN'T show up, and then you can always come back later.

+++++

After the fight exit to the northeast.

>>Next Screen

After the conversation, choose "yes" and start picking your teams.

For reference, my teams are as follows:

Train Air Attack Team  
-----

Elc -> Mandatory  
Sania -> Mandatory  
Shu -> For stealing items  
Lieza -> For Ravishing Monks and Ninjas!!!  
Shante -> For Resurrection

Decoy Team  
-----

Arc -> Mandatory  
Tosh -> Power  
Iga -> Multi-hit attacks  
Choko -> POWER/HP for taking out 2 dragons on her own  
Poco -> Buff/Heal

Once you picked teams a short scene will occur and then the decoy team does its job

+++++  
NAME: KING DRAGON x4 (Graunoln Exterior)  
Level: 64  
Steal: Bitter Leaf -> tested then reloaded  
Drop: Recover Fruit

NAME: OGRE LORD x4 (Graunoln Exterior)  
Level: 63  
Steal: Recover Fruit -> tested then reloaded  
Drop: Cheer Nettle

\*Rare Drop >WATER CHARM< is a battle specific drop in Graunoln Exterior

The dragons can hit multiple allies with Acid Breath but don't spread out TOO far since you still want everyone in range of healing. If you have Choko in this party like I did, you can send her to take out 2 of the dragons herself, since her massive HP will protect her. The ogre's are just annoying, since they can lower your defense, making it easier for the dragons to kill you.

+++++

Watch the scene afterwards and we'll be in control of Elc

```
=====
```

|           |                  |                 |                  |   |         |
|-----------|------------------|-----------------|------------------|---|---------|
|           | GRAUNOLN         |                 |                  |   | <C9050> |
| *=====*   |                  |                 |                  |   |         |
| \ ITEMS / | ROCK SHOT        | POLE AX         | DARKGRIZZLE FANG | / |         |
| /         | WINDGRIZZLE FANG | MAGIC ROD       | LONG POLE        | \ |         |
| \         | KILLER SOUND     | MEMORY NECKLACE | DARK WEAPON      | / |         |
| *=====*   |                  |                 |                  |   |         |

FLOOR 1  
-----

To start exit east

>>Next Screen

Go all the way east and flip the switch(1). Now go into the room on the west.

>>Next Screen

Flip the switch(2) in here and exit again.

>>Next Screen

Now enter the east room

>>Next Screen

Go north through the door and exit east.

>>Next Screen

Go straight south and open the chest for a >ROCK SHOT<. Now go back north and all the way east to flip a switch(3). Now head back west a bit and go south into the eastern of the 2 doors.

>>Next Screen

Pick up the chest containing >WINDGRIZZLE FANG<, hit the switch(4), that is right next to the door, then exit back out of the room.

>>Next Screen

Flip switch(3) again, and re-enter the room

>>Next Screen

Go down, making sure not to trigger the red lasers (which will call enemies), and flip the switch(5) in the southeast corner. Exit the room.

>>Next screen

Take the western of the 2 doors now

>>Next Screen

Flip the switch(6) in here, then exit again

>>Next Screen

Now go east and south, you'll see a door just to your north, it will eventually lead to a mandatory battle, so if you got into a battle earlier and need to heal, then you can FIRST go all the way east and north and enter the east door for a Healing Point. Once you are ready enter that door.

>>Next Screen

Not difficult, just time the lasers and make your way to the northeast door.

>>Next Screen

+++++

NAME: SHADOW NINJA x3 (Graunoln)

Level: 64

Steal: Strengthen Fruit

Drop: Hard Nettle

NAME: SPECTRE MONK x3 (Graunoln)

Level: 64

Steal: Leather Protector

Drop: Recover Fruit

\*Rare Drop >DARK CHARM< is a battle specific drop in Graunoln Floor 1 and 2

These ninja's can silent you and use diamond dust, both are not very effective. The monk's however can heal, so make sure to gang up on 1 enemy at a time to kill them otherwise they could be healed to full health by the monks.

+++++

After the battle, flip the switch(7), then exit the room and back into the hallway.

>>Next Screen

Go east, north and east into the room with the Healing Point. Heal and take the lift down

## FLOOR 2 -----

Exit west

>>Next Screen

Ok in this large room, go south, then west, and north at the intersection to find 2 doors on either side of you. Take the east door.

>>Next Screen

+++++  
NAME: SHADOW NINJA x2 (Graunoln)  
Level: 65  
Steal: Strengthen Fruit  
Drop: Hard Nettle

\*Rare Drop >DARK CHARM< is a battle specific drop in Graunoln Floor 1 and 2

This battle should not pose a problem for you, before killing them, make sure to grab the chest containing >KILLER SOUND<. If you accidentally killed the enemies on counterattacks before getting the chest, just exit and re-enter.

+++++

After the battle make sure to flip the switch(1), then exit the room.

>>Next Screen

Enter the west room now

+++++  
NAME: SHADOW NINJA x4 (Graunoln)  
Level: 65  
Steal: Strengthen Fruit  
Drop: Hard Nettle

\*Rare Drop >DARK CHARM< is a battle specific drop in Graunoln Floor 1 and 2

Again it's not too difficult, keep everyone close to be healed and pound away from behind. They do have good evasion from the front and the side, but can also evade from behind if you're unlucky.

+++++

Flip the switch(2) and exit.

>>Next Screen

Head north, then east and south into the first room you see.

>>Next Screen

Go all the way east and down the stairs. Dodge the lasers [no battles for hitting them, you just start back at the beginning of this room] as you make your way west to a switch(3), flip it, then just run into the laser for a quick trip back to the start of the room :). Exit the room.

>>Next Screen

Go west, south all the way, then west until you see a door to the north, this door will lead to a more challenging battle then the ones you've faced so far, so if you need to heal before hand, ignore this room and continue west, north and into the west door.

>>Next Screen

Healing Point! Now go back to the other door.

>>Next Screen

South and east, then north for the battle

>>Next Screen

This battle CAN'T be refought by re-entering the room

++++  
NAME: ASSASSIN LORD x3 (Graunoln)  
Level: 66  
Steal: Revival Dust  
Drop: Strengthen Fruit

NAME: DARK MONK x3 (Graunoln)  
Level: 66  
Steal: Recover Fruit  
Drop: Green Mem Grass

\*Rare Drop >DARK CHARM< is a battle specific drop in Graunoln Floor 1 and 2

The assassin lords have a tornado skill, but again, why ninja's who are bred for physical damage will often use magic, is beyond me. The dark monks however can use confusion, although its only at level 1. They have a weak ATK stat and can't heal so go after the ninja's first.

++++

After the fight flip the switch(4), then exit the room.

>>Next Screen

Continue north, then east and south into the first door you see.

>>Next Screen

In this room go all the way east to flip the switch(5). Then exit the room and go back to the room with the healing point as the lift has now been activated.

>>Next Screen

West, south, west into the room

>>Next Screen

If you didn't heal up yet do so now. BEFORE going down the lift, walk past it to the west, you will find it's actually a hidden passage.

>>Next Screen

Open up the chest for a >DIEK GUN<, then return

>>Next Screen

Use the lift to descend to the next floor.

>>Next Screen

FLOOR 3  
-----

Open the chest right away for a >POLE AX<. Then use the lift again to go down to another floor.



>>Next Screen

FLOOR 4  
-----

Go east

>>Next Screen

Don't worry the laser don't initiate a battle, they just return you to the start of this room.

Avoid the lasers and go east until you're between 2 doors, 1 north and 1 south. Go into the north door first.

>>Next Screen

+++++  
NAME: ASSASSIN LORD x3 (Graunoln)  
Level: 67  
Steal: Revival Dust  
Drop: Strengthen Fruit

NAME: DARK MONK x3 (Graunoln)  
Level: 67  
Steal: Recover Fruit  
Drop: Green Mem Grass

\*NO rare drop on Floor 4

Again take out the ninja's first. So long as the ninjas are gone, the dark monks confusion spell won't be hard to deal with.

+++++

After the fight go into the northeast room

>>Next Screen

R R G R=Red, G=Green, ^=Switch to flip  
^

Once you flip the first red switch(1) it will look like this

G R R

Exit the room

>>Next Screen

Exit this room back into the hallway

>>Next Screen

Go into the south door now

>>Next Screen

Make your way to the room at the bottom right. The lasers will not summon monsters, don't worry.

>>Next Screen

In this room flip the switch(2), then exit

>>Next Screen

Get hit by the laser to return to the top of the room, then exit north back into the hallway.

>>Next Screen

Now avoid the lasers and go right until you pass them all. [if you get hit, you will return to the far left of this hallway]. Once you pass all the lasers take the first door to your south.

>>Next Screen

+++++

NAME: ASSASSIN LORD x2 (Graunoln)

Level: 68

Steal: Revival Dust

Drop: Strengthen Fruit

NAME: DARK MONK x2 (Graunoln)

Level: 68

Steal: Recover Fruit

Drop: Green Mem Grass

\*NO rare drop on Floor 4

Again take out the ninja's first. So long as the ninjas are gone, the dark monks confusion spell won't be hard to deal with.

+++++

After the fight go into the southeast door

>>Next Screen

The north wall has switches 3-7

3    4        5 6            7

Flip switch(3), then switch(4), then switch(6), then switch(7), after that return back to the hallway.

>>Next Screen

North

>>Next Screen

Once in the hallway, continue east until you come across a door to your north. Enter it

>>Next Screen

Go east.

>>Next Screen

Not a battle laser

There is a small alcove to your right, when the laser disappears, run to that alcove, then wait for it to disappear again and go north, then go west to the next room.

>>Next Screen

Open the chest for a >MAGIC ROD<. Exit back east.

>>Next Screen

Run into the laser to be brought to the southwest door, then exit west.

>>Next Screen

Exit south back into the hallway

>>Next Screen

Continue east to the next room

>>Next Screen

Go south

>>Next Screen

Rest and Save!! Then use the lift to go down to the next floor.

>>Next Screen

FLOOR 5

-----

Exit west

>>Next Screen

Go north and south down the stairs to initiate a battle

+++++

NAME: SHADOW NINJA x3 (Graunoln)

Level: 68

Steal: Strengthen Fruit

Drop: Hard Nettle

NAME: GRIM STALKER x3 (Graunoln)

Level: 68

Steal: Tem's Grass

Drop: Nuru-Nuru

\*Rare Drop >DARK CURSE< is a battle specific drop in Graunoln Floor 5.

Grim stalkers are not a threat, they have a tornado spell, but low MAG stat, so focus on the ninja's as they can render your skills useless by silencing you.

+++++

After the fight, take the southwest exit.

>>Next Screen

Go all the way west into the other room

>>Next Screen

Pick up the chest for a >MEMORY NECKLACE<, then exit back 2 rooms.

>Next Screen(2 screens east)

Now take the northwest exit from this room

>>Next Screen

Go west, south down the stairs, then all the way west to the next room

>>Next Screen

Pick up the chest for a >DARKGRIZZLE FANG<, then exit this room.

>>Next Screen

Go east and up the stairs, then go west and exit via the northwest exit.

>>Next Screen

Exit southwest

>>Next Screen

Take the lift up a floor

>>Next Screen

FLOOR 4  
-----

Go east 2 screens

>>Next Screen

Exit north

>>Next Screen

Go north and east

>>Next Screen

Open the 2 chests containing >LONG POLE< and >DARK WEAPON<, then exit back out.

>>Next Screen

West for 3 screens and a BOSS battle :).

>>Next Screen

+++++  
NAME: GIONES - BOSS (Graunoln)  
Level: 74  
Steal: Magic Apple  
Drop: Antidote Nut

NAME: GRIM STALKER x6 (Graunoln)  
Level: 68  
Steal: Tem's Grass  
Drop: Nuru-Nuru

\*Rare Drop >DARK CURSE< is a battle specific drop in Graunoln Floor 4 Control Room.

Giones has Poison wind and a respectable 33MAG stat, he also has some pretty good evasion so you may want to use skills on him. The grim stalkers are just cannon fodder. After taking out Giones, the battle doesn't end, so you need to finish off the stalkers as well.

+++++

After the scenes we'll be back, so head for town to rest up and save.

For the time being, let's do some jobs and hunts.

[WM40] - GORGAS  
[Job45] - ARCHAEOLOGICAL GUARD

~~~~~ WM40 GORGAS ~~~~~

REWARD: 3105G  
MERITS: 4  
HUNT POSTED: Ajarl  
HUNT LOCATION: Ruvag Woods or Nicarus Forest  
AVAILABLE: After completing Graunoln events  
WHEN TO COMPLETE: Before going to Oil Rig

I went to Nicarus Forest to find him, it seemed it was easier for him to appear.

++++  
NAME: GORGAS (Nicaruss Forest)  
Level: 69  
Steal: Cheer Nettle  
Drop: Attack Bottle

NAME: WEREJACKAL x2 (Nicaruss Forest)  
Level: 63  
Steal: Cheer Nettle  
Drop: Speed Bottle

NAME: VENOM FLY x4 (Nicaruss Forest)  
Level: 62  
Steal: Cure-All  
Drop: Paralysis Apple

\*Rare Drop >METAL BALLS< is a battle specific drop in Nicarus Forest/Ruvag Woods/Razen Pond.

Gorgas can use strike up, but other than that, he's just another jackal enemy. Nothing noteworthy so just kill him and collect the bounty.

++++

After getting the bounty, take the only available job

~~~~~ Job45 - ARCHAEOLOGICAL GUARD ~~~~~

REWARD: 2800G  
MERITS: 8  
JOB POSTED: Ajarl  
JOB LOCATION: Bar then Nien Forest  
AVAILABLE: After completing Graunoln events  
WHEN TO COMPLETE: Before going to Oil Rig  
BEST OUTCOME: Scientist does NOT flee from any battle, and he is able to decipher all 3 runes.

Go talk to the man in the far northeast corner of the bar, then go to Nien Forest.

The whole point of this job is prevent the monsters from getting too close to the scientist and by TOO close they mean the 9 squares that are darker in colour, I also believe that the square behind the scientist is also TOO close and possibly the square above and below that one. So just to be safe don't let the monsters onto the 9 dark squares and the 3 squares in a vertical line behind the scientist.

++++  
NAME: DARK HEMO-JI x3 (Nien Forest)  
Level: 63  
Steal: Power Jelly  
Drop: Rue's Medicine

\*Rare Drop >DAMOCLES BLADE< is a battle specific drop in Nien Forest

Watch for both their skills, paralyze wind and hemo finger. Outnumbering them

makes blocking their path easy.

+++++

After the battle, feel free to go rest up and save since it doesn't affect anything, then re-enter the forest.

Again, the 8 squares surrounding the scientist (9 if you count the one he's standing on) and the 8 squares surrounding the Rune will be considered TOO close.

+++++

NAME: DARK HEMO-JI x4 (Nien Forest)

Level: 63

Steal: Power Jelly

Drop: Rue's Medicine

\*Rare Drop >DAMOCLES BLADE< is a battle specific drop in Nien Forest

Watch for both their skills, paralyze wind and hemo finger. Outnumbering them makes blocking their path easy.

+++++

Again, rest and save if you want, then re-enter the forest, pick strong physical attackers for this one.

+++++

NAME: DARK HEMO-JI x5 (Nien Forest)

Level: 63

Steal: Power Jelly

Drop: Rue's Medicine

\*Rare Drop >DAMOCLES BLADE< is a battle specific drop in Nien Forest

Watch for both their skills, paralyze wind and hemo finger. Evenly matched this time, if you brought strong physical attackers, then send 1 to each Hemo-Ji, and you should be able to kill them easily. Priority goes to the NE and NW enemies since they are closer.

\*NOTE turn you back towards the enemies and they won't jump over you to attack you, thus keeping them farther away from the scientist.

+++++

\*I'm going to take a quick detour to Mother Claire in Forles just to see if I can add any new skills or change monster classes for my ninja's I picked up. I won't cover this, but if you gained a few levels with your characters, then go check it out.

The only new skill I was able to get was one for Sania (Finally!!), so I gave her Poison Wind.

Alright go get your bounty and head back to the bar to talk to Roan.

Afterwards our next destination is Toyoke Forest.

\*=====\*

| TOYOKE FOREST |

\*=====\*

Just a scene to view and that's all.

We are now going to head for the Oil Rig, but before you go make sure to check out Grovis' wanted poster if you haven't already, he will appear in the Oil Rig and you can't re-enter it so he is MISSABLE. Also you're going to be fighting him while you are ESCAPING the Oil Rig, and there is a time limit for your escape, so think carefully of the characters you want to bring into the oil rig.

For reference my characters will be:

Shu -> Power/Speed + for the unique steal from GROVIS  
 Sania -> Mandatory + Area attack skills + she's equipped with a spear  
 Choko -> Speed/Power/HP  
 Lieza -> for the sake of this guide I need to search to determine enemy spells  
 :) + I gave her romancing stone = FREE healing!!  
 Elc -> Power/Speed, and he's Shu's best friend :)

\*If you have a melody cap or 2, then equip them on your characters on the way out, as this should ensure that you get the first move in battles.

Once you are ready get on the Silver Noah and head for the Oil Rig.

```
<>=====//-----//=====<>
 /// OIL RIG ///
<>=====//-----//=====<>
```

```
=====
| DEEP SEA OIL RIG <C9051>|
=====
\ ITEMS / RUBY FLAME EDGE REVIVAL DUST /
/ \ INSTANT RECO'S GRASS STUDED LEATHER \
\ / RAGE WEAKEN DUST POWER NUT RAY SWORD /
/ \ CROWN KNIFE RAGE LIFE NUT MAGIC APPLE \
\ / PALO'S NUT SHINEGRIZZLE FANG /
=====
```

Exit to the northeast under the blue archway

>>Next Screen

```
+++++
NAME: MYSTERIOUS FIRE x4 (Deep Sea Oil Rig)
Level: 68
Steal: Magic Apple
Drop: Strengthen Fruit
```

```
NAME: RED PHANTOM x2 (Deep Sea Oil Rig)
Level: 68
Steal: Red Jewelry
Drop: Red Jewelry
```

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Mysterious Fires can self destruct and use fire storm, don't let them gang up on a character cause they're pretty strong. The red phantoms have fire storm also with higher MAG.

```
+++++
```

After the fight go around and down the stairs and take the south exit

>>Next Screen

Head east and north into the blue doorway

>>Next Screen

Head north and west, then approach the stairs to start another battle.

```
+++++
NAME: MYSTERIOUS FIRE x2 (Deep Sea Oil Rig)
Level: 69
Steal: Magic Apple
Drop: Strengthen Fruit
```

NAME: RED PHANTOM x3 (Deep Sea Oil Rig)

Level: 69

Steal: Red Jewelry

Drop: Red Jewelry

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Easier then the last battle, though their evasion does get annoying.

Mysterious Fires can self destruct and use fire storm, don't let them gang up on a character cause they're pretty strong. The red phantoms have fire storm also with higher MAG.

+++++

Exit south

>>Next Screen

Go down the stairs and open the chest to your left for a >RUBY<. Head east and north to the pipe, press X to jump into it. Do the same with the other one, then check out the east door.

\*This door is blocked by a crate for now, but during our escape this is the door we have to enter in order to fight Grovis.

Exit through the blue doorway in the south

>>Next Screen

Head north, east, then south.

>>Next Screen

Enter the adjacent blue door

>>Next Screen

Enter the pipe then exit south.

>>Next Screen

Head west, down the stairs and east into that pipe, it will take you to a chest with a >FLAME EDGE< inside. Return via the pipe, head west past the stairs, then go up the other set of stairs and into the blue door.

>>Next Screen

In this room there are 2 staircases, take the right one and exit south.

>>Next Screen

Open the chests containing >REVIVAL DUST< and >INSTANT<. Return.

>>Next Screen

Take the left stairs now to the northwest exit.

>>Next Screen

Go south down the stairs and ignore the door for now, go south down the other stairs to find a switch(1) near a pipe (can't be entered for now), flip it. Now go into the blue door you passed.

>>Next Screen

Before moving, if any of your characters have an area attack (level 2) and can actually do damage with it (i.e. physical area attack for physical attackers, magical area attack for magical fighters) then equip them with the romancing



stone. You will be fighting 9 enemies in a very small area, so spam high level skills with that character for NO loss in MP.

Once you're ready move left to initiate the battle.

+++++

NAME: MYSTERIOUS FIRE x2 (Deep Sea Oil Rig)

Level: 70

Steal: Magic Apple

Drop: Strengthen Fruit

NAME: RED PHANTOM x3 (Deep Sea Oil Rig)

Level: 70

Steal: Red Jewelry

Drop: Red Jewelry

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Spam area attacks with your romancing stone character. Keep weaker characters in back and have the strong characters move up since there isn't much room, they'll be the ones attacks close range.

+++++

After the fight exit south.

>>Next Screen

Just to your right is a level, so chose to move the crane. Exit back to the last room.

>>Next Screen

Go north up the 3 stairs and exit in the northeast

>>Next Screen

Go south down the stairs and into the pipe you just moved. Use the Healing Point and flip the switch(2), the door here leads to a SUMARINE, that we will be using to escape this place. We have to go back to those stairs that were just lowered by switch(2). So enter the pipe again, then go up both stairs and into the blue door at the top.

>>Next Screen

Go east, south, east and south.

>>Next Screen

South, east, north, east and through the blue door.

>>Next Screen

Into the pipe, then exit south

>>Next Screen

We've arrived!! So go south down both stairs, then left and into the blue door.

>>Next Screen

Open the 3 chests containing >RECO'S GRASS<, >STUDDER LEATHER<, and >RAGE WEAKEN DUST<. Exit the room.

>>Next Screen

Exit south

>>Next Screen

WELCOME TO THE PIPE MAZE

-----  
\*NOTE - I've been told that during the movement of these pipes you may get into battles? To be honest, i didn't experience a single fight during the pipes section.

Enter the first pipe and you'll be dropped to another area

>>Next Screen

- Take the pipe to the far left.
- Go west and into the pipe.
- Open the 3 chests containing >POWER NUT<, >RAY SWORD<, and >CROWN KNIFE<.
- Now take the right Pipe to arrive where we started
- Take the Middle Pipe next to arrive in a new area

>>Next Screen

- Flip the switch(3)
- Enter the pipe to be back where we started
- Enter the Middle Pipe again
- Exit in the southwest
- Flip switch(4)
- Enter the pipe to arrive back where we started
- Enter the Right Pipe
- Go south and open the chest for a >RAGE LIFE NUT<
- Enter the pipe to the left of the chest
- Flip the switch and enter the pipe
- The stairs lead back out of this hellish place, but the correct way is the pipe.
- after exiting the pipe go south down the stairs

>>Next Screen

Ok we're finally done with all those pipes, so move east and enter the door to the north to rest and save, we have the boss battle coming up. Then go east some more and board the elevator.

Watch the scenes and then a battle starts

+++++  
NAME: YAGUN - BOSS (Deep Sea Oil Rig - Mind Control Room)  
Level: 75  
Steal: None  
Drop: None

NAME: HIPPOGRIFF x6 (Deep Sea Oil Rig - Mind Control Room)  
Level: 71  
Steal: Speed Bottle  
Drop: Cure-All

\*Rare Drop >EARTH CHARM< is a battle specific drop in Deep Sea Oil Rig - Mind Control Room.

Yagun has level 1 confusion and a level 2 Supernova. Supernova can be dangerous, it hit my Shu for 75 Damage, but my Sania only took 30 damage from it. The hippogiffs are a physical threat only.

+++++

Afterwards some scenes occur and then you can select your party again. Once you select your party and exit the room, then timer will start.

\*NOTE you can pause the timer by opening up the menu

\*Look how cute Choko is during the conversation in the Rest/Save Room.

=====

THE ESCAPE - QUICK VERSION

=====

PATH 1 (GROVIS)

-----

-Exit north  
-Enter Pipe, then exit north  
-Fight Battle(1), then take NORTHEAST blue door  
-Go up the stairs and then south down the middle stairs to the exit  
-Fight Battle(2), then take the door on the RIGHT (this was blocked earlier)  
-Fight Battle(3) - GROVIS BATTLE, Pick up 3 Chests, exit room.  
-Go south, east and north into the blue door  
-Go north, east and south through the door  
-Go west and into the other blue door.  
-Enter pipe, then exit south  
-Fight Battle(4)  
-Enter the northwest door  
-Take the northwest door  
-Go all the way south (past the first door), and into the pipe.  
-Use Healing Point if you have time (which you should), then enter the door  
-Fight Battle(5)  
-Exit via the north door

PATH 2 (SKIP GROVIS)

-----

-Exit north  
-Enter Pipe, then exit north  
-Fight Battle(1), then take NORTHWEST blue door  
-Enter pipe, then exit south  
-Fight Battle(4) -> battle 2 and 3 are in Grovis Path  
-Enter the northwest door  
-Take the northwest door  
-Go all the way south (past the first door), and into the pipe.  
-Use Healing Point if you have time (which you should), then enter the door  
-Fight Battle(5)  
-Exit via the north door

=====

THE ESCAPE - DETAILED VERSION

=====

Once outside the room follow these directions to get to Grovis:

-Exit north  
-Enter Pipe, then exit north  
-Fight Battle(1), then take NORTHEAST blue door

+++++

NAME: MYSTERIOUS FIRE x3 (Deep Sea Oil Rig - Escape)  
Level: 68  
Steal: Magic Apple  
Drop: Strengthen Fruit

NAME: RED PHANTOM x2 (Deep Sea Oil Rig - Escape)  
Level: 68  
Steal: Red Jewelry  
Drop: Red Jewelry

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Quickly dispatch the enemies, this battle took me just under 2 minutes.

+++++

-Go up the stairs and then south down the middle stairs to the exit

-Fight Battle(2)

+++++  
NAME: MYSTERIOUS FIRE x4 (Deep Sea Oil Rig - Escape)  
Level: 68  
Steal: Magic Apple  
Drop: Strengthen Fruit

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Quickly dispatch the enemies, this battle took me 1 minute and 20 seconds.

+++++

-Take the door on the RIGHT (this was blocked earlier)

-Fight Battle(3)

~~~~~ WM41 GROVIS ~~~~~

REWARD: 6480G  
MERITS: 4  
HUNT POSTED: Ajarl  
HUNT LOCATION: Deep Sea Oil Rig  
AVAILABLE: During Deep Sea Oil Rig Events [MISSABLE]  
WHEN TO COMPLETE: During Deep Sea Oil Rig Events [MISSABLE]

+++++  
NAME: GROVIS (Deep Sea Oil Rig - Escape)  
Level: 69  
Steal: Fate Sword  
Drop: Full Power Fruit

NAME: MYSTERIOUS FIRE x2 (Deep Sea Oil Rig - Escape)  
Level: 68  
Steal: Magic Apple  
Drop: Strengthen Fruit

NAME: RED PHANTOM x2 (Deep Sea Oil Rig - Escape)  
Level: 68  
Steal: Red Jewelry  
Drop: Red Jewelry

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Quickly dispatch the enemies with powerful skills, it's a small room so you can hit everyone. Remember that Grovis is an undead and thus will remain with 1 HP, so attack hard and fast to get them to 1HP and thus you don't have to worry about the enemies wasting time with their turns. Now you can attempt the steal if you want. This battle took me 1 minute and 30 seconds, but it will depend on how lucky you get with the steal. Hopefully you have it at level 3 as this will increase your chance at success.

+++++

-After the fight, pick up the 3 chests containing >MAGIC APPLE<, >PALO'S NUT<, >SHINEGRIZZLE FANG<, then exit the room.

-Go south, east and north into the blue door  
-Go north, east and south through the door  
-Go west and into the other blue door.  
-Enter pipe, then exit south  
-Fight Battle(4)

+++++  
NAME: MYSTERIOUS FIRE x3 (Deep Sea Oil Rig - Escape)  
Level: 68  
Steal: Magic Apple  
Drop: Strengthen Fruit

NAME: RED PHANTOM x1 (Deep Sea Oil Rig - Escape)

```
Level: 68
Steal: Red Jewelry
Drop: Red Jewelry
```

\*Rare Drop >WATER CURSE< is a battle specific drop in Deep Sea Oil Rig

Quickly dispatch the enemies, this battle took me 1 minute 26 seconds.

- Enter the northwest door
- Go west past the first stair case, then take the northwest door
- Go all the way south (past the first door), and into the pipe.
- Use Healing Point if you have time (which you should), then enter the door
- Fight Battle(5)

NAME: DARK PALADIN (Deep Sea Oil Rig - Escape - Outside submarine room)  
Level: 72  
Steal: Cheer Nettle  
Drop: Cure-All

NAME: BASILISK (Deep Sea Oil Rig - Escape - Outside submarine room)  
Level: 72  
Steal: Strengthen Fruit  
Drop: Nettle

\*Rare Drop >PHANTOM MASK< is a battle specific drop in Deep Sea Oil Rig - Room before submarine.

Quickly dispatch the enemies, this battle took me 1 minute and 58 seconds.

- Exit via the north door

Congrats you made it out. My time was 9:48 Remaining (this is obviously due to the fact that I used savestates :).)

After the scenes, we'll be back in Ajarl, go out and enter your airship. During the conversation 2 new continents will be open for exploration. For the time being we're going to put the story on hold and instead ...

```

 * * *
 \ | /
 \ | /
 \ | /
 ----- QUESTING THROUGH THE SKIES -----
 / | \
 / | \
 / | \
 * * *

```

PART 2

<C9052>

Here is the list:

- 1) EXPLORE NEW CONTINENTS
- 2) JOB'S
- 3) HUNT THOSE MONSTERS DOWN!!
- 4) AMIGUE SEALED RUINS
- 5) BALBALARD SEALED RUINS
- 6) ZARIBAN SEALED RUINS
- 7) YAGOS ISLE SEALED RUINS REMAINING CHESTS
- 8) COMBINE SHOP REVISIT

>>>>>>>>>>>>>>>>>>>>>>> 1) EXPLORE NEW CONTINENTS <<<<<<<<<<<<< [C9052-1]

[illegible]

We have a wanted monster in this battle, so if you didn't check the poster in Paysus, do it now, then head for Amaidar Mountain.

~~~~~ Job46 - MONSTERS IN AMAIDAR ~~~~~

```
REWARD: 2700G
MERITS: 4
HUNT POSTED: Paysus
HUNT LOCATION: Mt. Amaidar
AVAILABLE: During Job46 - Monsters in Amaidar
WHEN TO COMPLETE: During the job :)
```

NAME: RED PHANTOM x4 (Amaidar Mountain)  
Level: 70  
Steal: Red Jewel  
Drop: Red Jewelry

Mysterious Fire's have level 1 fire storm, but are more of a physical threat. Red Phantoms have level 1 fire storm (wow). Feel free to spread out, cause I doubt you'll suffer any losses here.

~~~~~ Job47 - RESCUE COAL MINERS ~~~~~

REWARD: 8000G  
MERITS: 12  
JOB POSTED: Ajarl  
JOB LOCATION: Grassal Coal Mine - Taken there automatically  
AVAILABLE: After completing Oil Rig Events

WHEN TO COMPLETE: Before going to the Pyramid

BEST OUTCOME: Save all 10 miners by breaking the least amount of rocks possible. Also DON'T stand around too much; use the pause button or go into the menu if you have to read up on the directions.

\*I actually wrote the directions while I was picking up the miners, the ONLY thing I made sure to do was to press PAUSE every time I started typing, and I still got the max reward and merits. So don't panic when doing this :).

\*NS=Next Screen

\*Every time you pick up a miner you need to return to the client and talk to him.

\*All directions start from the Client

#### RESCUING MINERS GAME

=====

-Go south, NS, go west past the rock, NS, break the rock, bring miner back  
Miners: 1  
Rocks Broken: 1

-Go south, NS, east then south, NS, west, NS, break west rock, NS, bring miner back.  
Miners: 1  
Rocks Broken: 1

-Go south, NS, go east then south, NS, go south then east, NS, go north, NS, bring miner back.  
Miners: 1  
Rocks Broken: 0

-Go south, NS, go east then south, NS, go south then east, NS, go south break the rock exit south, NS, go south then west, NS, bring miner back.  
Miners: 1  
Rocks Broken: 1

-Go south, NS, go east then south, NS, go west, NS, go south, NS, break the NORTHERN of the 2 rocks then go west, NS, go south, NS, bring miner back.  
Miners: 1  
Rocks Broken: 1

-Go south, NS, go east then south, NS, go west, NS, go south, NS, go west, NS, go south, NS, go south, NS, go east, NS, Break North Rock and go north, NS, Bring Miner Back.  
Miners: 1  
Rocks Broken: 1

-Go south, NS, go east then south, NS, go west, NS, go south, NS, go west, NS, go south, NS, go south, NS, go west, NS, go west, NS, Break the Rock then Bring Miner Back.  
Miners: 1  
Rocks Broken: 1

-Go south, NS, go east then south, NS, go west, NS, go south, NS, go west, NS, go south, NS, go south, NS, Break South Rock then go south, NS, Bring Miner Back.  
Miners: 1  
Rocks Broken: 1

-Go south, NS, go east then south, NS, go west, NS, go south, NS, go west, NS, go south, NS, go south, NS, go south, NS, go west, NS, go west, NS, go south, NS, Bring Miner Back.  
Miners: 1  
Rocks Broken: 0

-Go south, NS, go east then south, NS, go west, NS, go south, NS, go west, NS,





REWARD: 3420G  
MERITS: 4  
HUNT POSTED: Morea  
HUNT LOCATION: Altrapas Wilds or Madeta Hill  
AVAILABLE: After completing Oil Rig Events  
WHEN TO COMPLETE: Before going to Pyramid

++++  
NAME: GOLGON (Altrapas Wilds)  
Level: 76  
Steal: Slayer Heavy Suit  
Drop: Crusty Pads

NAME: EARTH GIANT x1 (Altrapas Wilds)  
Level: 72  
Steal: Bronze Guard  
Drop: Strengthen Fruit

NAME: POISON CLOUD x4 (Altrapas Wilds)  
Level: 72  
Steal: Poison  
Drop: Antidote Nut

\*Rare Drop >MYSTIC KNIFE< is a battle specific drop during ANY battle in Madeta Hill.

Poison Clouds have poison wind (obviously) but really aren't a threat. The earth giants have earthquake at level 2 but have low magic, so they are a physical threat only, they also throw rocks. Take your time clearing out the enemies and let Golgon approach you, he's more of a challenge then Dolgon was because he carries a club, make sure to steal from him. I believe his drop is 100%.

++++

Head for Balbalard next, and to Kanara Desert.

~~~~~ WM45 DARIUS ~~~~~

REWARD: 3600G  
MERITS: 5  
HUNT POSTED: Muhad  
HUNT LOCATION: Kanara Desert  
AVAILABLE: After completing Oil Rig Events  
WHEN TO COMPLETE: Before going to Pyramid

++++  
NAME: DARIUS (Kanara Desert)  
Level: 80  
Steal: Bitter Leaf  
Drop: Black Powder

NAME: BARBARIAN x3 (Kanara Desert)  
Level: 78  
Steal: Cheer Nettle  
Drop: Axe

NAME: ROC x4 (Kanara Desert)  
Level: 78  
Steal: Neba-Neba  
Drop: Speed Bottle

\*Rare Drop >RAGE BOMB< is a battle specific drop during ANY battle in Kanara Desert.

Barbarians can be dangerous if they charge, the Roc enemies are no threat as



until she appears.

~~~~~ WM46 BELLADONNA ~~~~~

REWARD: 3510G  
MERITS: 5  
HUNT POSTED: Morea  
HUNT LOCATION: Amigue Sealed Ruins B1  
AVAILABLE: After Completing Oil Rig and Brakia Sealed Ruins  
WHEN TO COMPLETE: Before going to the Pyramid

+++++  
NAME: BELLADONNA (Amigue Sealed Ruins)  
Level: 78  
Steal: Cheer Nettle  
Drop: Dark Stream

NAME: ARCH GARGOYLE x3 (Amigue Sealed Ruins)  
Level: 67  
Steal: Recover Fruit  
Drop: Magic Apple

NAME: MUTANT FLY x4 (Amigue Sealed Ruins)  
Level: 67  
Steal: Revival Dust  
Drop: Whisper Tonic

\*Rare Drop >LIGHT CURSE< is a battle specific drop in Amigue Sealed Ruins.

I would go north here and fight the flies first. I was able to take out the 3 north flies before engaging the other enemies. Belladonna is fairly strong, she's got 50 attack AND can charge, not to mention she's equipped with a spear. This is why I recommend killing off the 3 flies to the north as quickly as possible, since their dark breath attack will just add to the damage in this fight. I believe the drop is 100%.

+++++

After the fight, go around towards the stairs and pick up the >POWER UNIT 13< out of the wall. Take the stairs down.

-----  
LOCATION: AMIGUE SEALED RUINS B2  
ITEMS: REVIVAL DUST, WATERROBE, RAYNE, MAGIC APPLE  
-----

+++++  
NAME: ARCH GARGOYLE x3 (Amigue Sealed Ruins)  
Level: 68  
Steal: Recover Fruit  
Drop: Magic Apple

NAME: MUTANT FLY x4 (Amigue Sealed Ruins)  
Level: 68  
Steal: Revival Dust  
Drop: Whisper Tonic

\*Rare Drop >LIGHT CURSE< is a battle specific drop in Amigue Sealed Ruins.

Send the flying enemy all the way northeast. Feel free to use up your MP in this fight since a Healing Point will appear after it's done.

+++++

Your flying friend should have picked up a >REVIVAL DUST<, a >WATERROBE<, and a >RAYNE< from the northeast corner. Once the fight is over, go to the west, then north to pick up a >MAGIC APPLE<. Heal to the north, then take the stairs to the west.

-----  
LOCATION: AMIGUE SEALED RUINS B3  
ITEMS: BLUE ADVENTURINE, RECO'S GRASS  
-----

\*Another wanted monster will appear on this floor

~~~~~ WM47 DARRY ~~~~~

REWARD: 3510G  
MERITS: 4  
HUNT POSTED: Morea  
HUNT LOCATION: Amigue Sealed Ruins B3  
AVAILABLE: After Completing Oil Rig and Brakia Sealed Ruins  
WHEN TO COMPLETE: Before going to the Pyramid

+++++

NAME: DARRY (Amigue Sealed Ruins)  
Level: 78  
Steal: Recover Fruit  
Drop: Nettle

NAME: ARCH GARGOYLE x3 (Amigue Sealed Ruins)  
Level: 69  
Steal: Recover Fruit  
Drop: Magic Apple

NAME: MUTANT FLY x4 (Amigue Sealed Ruins)  
Level: 69  
Steal: Revival Dust  
Drop: Whisper Tonic

\*Rare Drop >LIGHT CURSE< is a battle specific drop in Amigue Sealed Ruins.

Move south and take out the 3 gargoyles after they reach the other side of the crack. You most likely won't kill the gargoyles before the fly enemies approach you, so this can pose a problem. If you get overwhelmed, use the fact that you are near the stairs to exit this screen and recover at the healing point, then re-trying. Once the gargoyles are gone, don't send your flying ally over the crack to the south to get the chest just yet. Why? Because if you got Darry to spawn, then she will be stuck just northeast of that chest, so you want to send everyone except your flying ally to the east so that they are JUST north of Darry, this will get her attention and keep her occupied while you're flying ally goes to get the chest in the southwest corner. FYI, Darry has petrify breath.

+++++

Your flying ally should have gotten the chest to the southwest during the battle, it contained a >BLUE ADVENTURINE<, yup that's what it was called. After the fight pick up the >RECO'S BREATH<. Go back to the previous floor to heal then continue to B4.

-----  
LOCATION: AMIGUE SEALED RUINS B4  
ITEMS: CURE-ALL, LIGHT AURA, POWER UNIT 14  
-----

+++++

NAME: ARCH GARGOYLE x3 (Amigue Sealed Ruins)  
Level: 70  
Steal: Recover Fruit  
Drop: Magic Apple

NAME: MUTANT FLY x4 (Amigue Sealed Ruins)  
Level: 70  
Steal: Revival Dust

Drop: Whisper Tonic

\*Rare Drop >LIGHT CURSE< is a battle specific drop in Amigue Sealed Ruins.

Head west and engage the enemies. 2 gargoyles will come up from the south via the large central crack. I was able to defeat the 5 western enemies before the 2 southern ones reached me.

+++++

After the fight, collect the chests containing >CURE-ALL<, >LIGHT AURA<, and grab the >POWER UNIT 14< from the wall.

That's it just make your way out by taking all the UP stairs.

Head back to town to collect your bounty. Now head to Balbalard.

>>>>>>>>>>>>>>>>>>>> 5) BALBALARD SEALED RUINS <<<<<<<<<<<<<< [C9052-5]

\*Make sure you've checked the wanted posters :).

```

=====
| |
| BALBALARD SEALED RUINS |
|=====
\ ITEMS / LIFE NUT POWER UNIT 15 MAGIC LEAF /
/ \ STRENGTHEN FRUIT ZEBRA AX SHADOW STITCHER \
\ / DARK CHARM WINDLONG SWORD FULL POWER FRUIT /
/ \ POWER UNIT 16
=====

```

LOCATION: BALBALARD SEALED RUINS IF  
ITEMS: NONE

Flip the right switch and head west to the stairs.

LOCATION: BALBALARD SEALED RUINS B1  
ITEMS: LIFE NUT

\*Wanted monster Guadiras appears on this floor, so purposely initiate a battle to fight him. If he doesn't appear, it could get annoying since you can't escape the trap room, so if you find yourself low on HP return after using the healing point on the next floor.

Flip either switch and enter the north TRAP room that it opens to initiate a battle in which the wanted monster Guadiras will HOPEFULLY appear in.

~~~~~ WM48 GUADIRAS ~~~~~

REWARD: 3915G  
MERITS: 5  
HUNT POSTED: Muhad  
HUNT LOCATION: Balbalarad Sealed Ruins B1 Trap Rooms  
AVAILABLE: After completing Oil Rig and Amigue Sealed Ruins  
WHEN TO COMPLETE: Before going to the Pyramid

```

+++++
NAME: GUADIRAS (Balbalard Sealed Ruins)
Level: 104
Steal: Cure-All

```

Drop: Mint

NAME: SKELETON LORD x4 (Balbalard Sealed Ruins)  
Level: 73/74 (left/right trap room)  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: ANUBIS x3 (Balbalard Sealed Ruins)  
Level: 73/74 (left/right trap room)  
Steal: Herb  
Drop: Jump Nettle

\*Rare Drop >DARK CURSE< is a battle specific drop in Balbalard Sealed Ruins.

The skeletons have strike power, then Anubis have a level 2 holy breath attack that causes silence. My Shante had refresh at level 2 by now so this was easily remedied. Despite Guadiras' level, he's not that tough. He has a level 2 poison wind and a more annoying level 1 sleep attack.

+++++

This floor is a little deceiving. Flip the left switch, and the camera will show a path opening north of you, what it doesn't show is the CORRECT path also opening up on the far east wall. So ignore the north path (battle), and go to the east path. Travel all the way around to a chest containing a >LIFE NUT<. Then go south to the stairs.

-----  
LOCATION: BALBALARD SEALED RUINS B2  
ITEMS: NONE  
-----

I tested this by reloading and entering the ruins from the start and it doesn't seem to be random, so the correct box to pick is the bottom left.

C = Chest; ^ = Correct Chest

C C C

C C C  
^

So open the chest, then check the chest again and flip the switch to make 6 stairs appear where the chests were.

STAIRS OUTLINE

-----  
NW N NE

SW S SE

Take NW stairs

-----  
LOCATION: BALBALARD SEALED RUINS B3  
ITEMS: POWER UNIT 15  
-----

Grab the >POWER UNIT 15< out of the wall and return up the stairs.

-----  
LOCATION: BALBALARD SEALED RUINS B2  
-----

Upon returning a healing point appears. Take the SE stairs.

-----  
LOCATION: BALBALARD SEALED RUINS B3

ITEMS: SHADOW STITCHER, DARK CHARM

---

Grab the 2 chests containing a >SHADOW STITCHER< and >DARK CHARM<. Ignore the switch unless you want to fight a battle. Return up the stairs.

---

LOCATION: BALBALARD SEALED RUINS B2

---

Now take the SW stairs.

---

LOCATION: BALBALARD SEALED RUINS B3  
ITEMS: STRENGTHEN FRUIT, MAGIC LEAF, ZEBRA AX

---

+++++  
NAME: SKELETON LORD x4 (Balbalard Sealed Ruins)  
Level: 77  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: ANUBIS x3 (Balbalard Sealed Ruins)  
Level: 77  
Steal: Herb  
Drop: Jump Nettle

\*Rare Drop >DARK CURSE< is a battle specific drop in Balbalard Sealed Ruins.

The skeletons have strike power, then Anubis have a level 2 holy breath attack that causes silence. My Shante had refresh at level 2 by now so this was easily remedied.

+++++  
After the battle pick up the 3 chests for a >STRENGTHEN FRUIT<, >MAGIC LEAF<, and a >ZEBRA AX<. Feel free to return to the previous floor and heal, then continue down the south stairs.

---

LOCATION: BALBALARD SEALED RUINS B4  
ITEMS: WINDLONG SWORD, FULL POWER FRUIT

---

+++++  
NAME: SKELETON LORD x4 (Balbalard Sealed Ruins)  
Level: 79  
Steal: Recover Fruit  
Drop: Cheer Nettle

NAME: ANUBIS x3 (Balbalard Sealed Ruins)  
Level: 79  
Steal: Herb  
Drop: Jump Nettle

\*Rare Drop >DARK CURSE< is a battle specific drop in Balbalard Sealed Ruins.

Ok these guys are starting to get difficult. My Shu has 114 Def and they are still hitting him for 35-40 damage per hit, so you may want to buff yourself before moving. If you've seen Mother Claire, then you probably have new skills to use, protection, speed up, power loss, etc. Don't cheap out on healing either since we have a healing point and all. Of course if you get silenced, then you can easily be killed since you can't heal or use skills. Equip a cure-all or hawk statue to your healer to be safe.

+++++  
After the fight, pick up the >WINDLONG SWORD<, and a >FULL POWER FRUIT<, take the stairs in the northwest corner, there's no battle and we'll be back to

LOCATION: BALBALARD SEALED RUINS B5  
ITEMS: NONE

-----  
LOCATION: BALBALARD SEALED RUINS B2  
-----

LOCATION: BALBALARD SEALED RUINS B3

LOCATION: BALBALARD SEALED RUINS B4  
ITEMS: POWER UNIT 16

That's it, we're done, so take all the UP stairs to exit this place. Go rest up and save, don't forget to collect your bounty. Once you are ready, head on over to Zariban.

\*Make sure you've checked the wanted poster in Elzark :).

LOCATION: ZARIBAN SEALED RUINS IF  
ITEMS: RAGE HERB

\*Rare Drop >MOON STONE< is a battle specific drop in Zariban Sealed Ruins.

Ok, so these guys are strong. They have high HP, ATK, DEF (254,63,47) respectively. They also have level 3 supernova, but with a terribly low magic



stat. Keep everyone together for healing purposes.

+++++

After the fight go east and pick up the >RAGE HERB<, then hit the nearby switch. Go back west and north to the stairs.

-----  
LOCATION: ZARIBAN SEALED RUINS B1  
ITEMS: SARISSA, TOMAHAWK  
-----

6 squares north and 1 square west of the stairs you just arrived from, you will see what looks like a panel with a circle on it and a squiggly line in the middle of that circle. These special panels provide special things during battle. It acts like a treasure chest, so you can still move onto them and take your turn afterwards.

There are 3 on this floor:

- the closest one to you heals whoever stands on it (1 time only) during battle, but AFTER battle it will heal the whole party.
- the one to the northeast will instantly kill EVERY enemy on this screen
- the one to the northwest will open up the passage to the east

+++++

NAME: MUTANT FLY x7 (Zariban Sealed Ruins)  
Level: 81  
Steal: Revival Dust  
Drop: Whisper Tonic

\*Rare Drop >MOON STONE< is a battle specific drop in Zariban Sealed Ruins.

These flies are the same as the ones in Amigue sealed ruins except they're higher leveled, which means they are even more evasive then the other ones, so try to use skills to dispatch them.

+++++

After the battle, step on the northwest switch to open up the path to the east, then collect the 2 chests containing >SARISSA< and >TOMAHAWK<. Take the stairs to the east.

-----  
LOCATION: ZARIBAN SEALED RUINS B2  
ITEMS: RECOVER FRUIT, STRENGTHEN FRUIT, KILLER SPIKE, FLAME TAIL, DARK STAFF  
-----

There are 3 switches on the north wall:

- Northwest switch opens up the path to the next floor.
- Northeast switch cause 5 chests to appear!!
- North(middle) switch cause enemies to appear + Wanted Monster Maios

So let's start by flipping the middle switch so we can spawn Maios.

~~~~~ WM49 MAIOS ~~~~~

REWARD: 2340G  
MERITS: 3  
HUNT POSTED: Elzark  
HUNT LOCATION: Zariban Sealed Ruins B2, flip the middle switch  
AVAILABLE: After completing Oil Rig and Balbalard Sealed Ruins  
WHEN TO COMPLETE: Before going to the Pyramid

+++++

NAME: MAIOS (Zariban Sealed Ruins)  
Level: 52  
Steal: Bitter Leaf  
Drop: Bear Claw

NAME: MUMMY LORD x7 (Zariban Sealed Ruins)  
Level: 82  
Steal: Bomb  
Drop: Strengthen Fruit

\*Rare Drop >MOON STONE< is a battle specific drop in Zariban Sealed Ruins.

Yup he's level 52, the only thing noteworthy about him is his drop, which I believe is 100%. Other than that you can pretty much pretend like he's not even there and focus on the mummy lords. Start with the enemies to your south first.

+++++

After the fight flip the northeast switch and collect the 5 chests that appear for a >RECOVER FRUIT<, >KILLER SPIKE<, >FLAME TAIL<, >DARK STAFF<, >STRENGTHEN FRUIT<. Sweet!! Ok now flip the northwest switch and take the new path to the stairs.

-----  
LOCATION: ZARIBAN SEALED RUINS B3  
ITEMS: POWER UNIT 17  
-----

This floor has 3 switches again:

- Far west switch opens up the west wall and reveals >POWER UNIT 17<.
- North(middle) switch summons monsters
- Far east switch opens up path to the stairs.

After collecting the power unit, take the stairs to the next floor

-----  
LOCATION: ZARIBAN SEALED RUINS B4  
ITEMS: NONE - Healing Point  
-----

Use the Healing Point. There are 2 stairs on this floor, both lead to different parts of B5, so let's start with the north stairs.

-----  
LOCATION: ZARIBAN SEALED RUINS B5 (NORTH PATH ON B4)  
ITEMS: BEAT ATTACKER, BRASS KNUCKLES  
-----

+++++  
NAME: MUTANT FLY x4 (Zariban Sealed Ruins)  
Level: 84  
Steal: Revival Dust  
Drop: Whisper Tonic

NAME: MUMMY LORD x3 (Zariban Sealed Ruins)  
Level: 84  
Steal: Bomb  
Drop: Strengthen Fruit

\*Rare Drop >MOON STONE< is a battle specific drop in Zariban Sealed Ruins.

Traveling up the west path can cause a back up, so I suggest you send 2 of your strongest characters up first, followed by ranged and support in the rear.

+++++

After the fight get the 2 chests containing >BEAT ATTACKER< and >BRASS KNUCKLES<. Take the NORTH stairs up to B4

-----  
LOCATION: ZARIBAN SEALED RUINS B4

-----  
Head south and down the stairs to a new section of B5.

-----  
LOCATION: ZARIBAN SEALED RUINS B5  
ITEMS: POWER UNIT 18  
-----

+++++  
NAME: MUTANT FLY x4 (Zariban Sealed Ruins)  
Level: 85  
Steal: Revival Dust  
Drop: Whisper Tonic

NAME: MUMMY LORD x3 (Zariban Sealed Ruins)  
Level: 85  
Steal: Bomb  
Drop: Strengthen Fruit

\*Rare Drop >MOON STONE< is a battle specific drop in Zariban Sealed Ruins.

You should be able to take care of the flies before the mummies even get close. Afterwards travel around and make your way to the mummy who's clearly suffering from a stupid AI.

+++++  
Go grab the >POWER UNIT 18<. Now making your way back to the Healing Point on B4 may prove a "little" confusing, I actually began looping around because there's something you have to do that I missed, so follow my directions carefully.

-After getting power unit 18, go back up the only stairs on this floor  
-On B4 go south and down the stairs  
-You arrive on B5 with an open chest next to you, go BACK up these stairs to get onto the OTHER side of the "down" stairs on B4. Viola!

-----  
LOCATION: ZARIBAN SEALED RUINS B4  
ITEMS: NONE - Healing Point  
-----

Use the Healing Point and go south and take the other "down" stairs on this floor.

-----  
LOCATION: ZARIBAN SEALED RUINS B5 (SOUTH PATH ON B4)  
ITEMS: MAGIC APPLE, KENPO SUIT  
-----

+++++  
NAME: MUTANT FLY x4 (Zariban Sealed Ruins)  
Level: 86  
Steal: Revival Dust  
Drop: Whisper Tonic

NAME: MUMMY LORD x3 (Zariban Sealed Ruins)  
Level: 86  
Steal: Bomb  
Drop: Strengthen Fruit

\*Rare Drop >MOON STONE< is a battle specific drop in Zariban Sealed Ruins.

Head east and towards the flies, (going west can cause you to get sandwiched in that small corner.

+++++  
Afterwards collect the >MAGIC APPLE< and >KENPO SUIT< then take the south "up"



```

=====
\ ITEMS / MAGIC SPRIG MAGIC APPLE MAGIC APPLE /
/ \ CROWN AX PIROM MAGIC APPLE \
\ / MAGIC APPLE CHEER NETTLE /
=====

```

Ok so if you are here, that must mean that your Gogen is at level 94+ and has thus learned Teleport Level 3! I won't be covering battles because the enemies are level 10 and need no strategy at this point.

-----  
LOCATION: YAGOS ISLE SEALED RUINS 1F  
ITEMS: NONE  
-----

Kill the enemies and go to B1

-----  
LOCATION: YAGOS ISLE SEALED RUINS B1  
ITEMS: NONE  
-----

Skip this battle by sending someone north to the exit

-----  
LOCATION: YAGOS ISLE SEALED RUINS B2  
ITEMS: MAGIC SPRIG, MAGIC APPLE, MAGIC APPLE, CROWN AX  
-----

Depending where Gogen lines up in the battle formation, just send him to the nearest corner

-Northeast chests contain >MAGIC SPRIG<, >MAGIC APPLE<  
-Southwest chests contain >MAGIC APPLE<, >CROWN AX<

-----  
LOCATION: YAGOS ISLE SEALED RUINS B3  
ITEMS: NONE - Healing Point  
-----

Next floor

-----  
LOCATION: YAGOS ISLE SEALED RUINS B4  
ITEMS: NONE  
-----

Cast speed up on diekbeck or shu and go straight north to skip this battle.

-----  
LOCATION: YAGOS ISLE SEALED RUINS B5  
ITEMS: NONE  
-----

I found it faster to kill these guys.

-----  
LOCATION: YAGOS ISLE SEALED RUINS B6  
ITEMS: NONE  
-----

You have to kill the first group to open the path, then exit north

-----  
LOCATION: YAGOS ISLE SEALED RUINS B7  
ITEMS: PIROM, MAGIC APPLE, MAGIC APPLE, CHEER NETTLE  
-----

<>=====///-----///=====<>  
 ///BALBALARD///  
 <>=====///-----///=====<>

Go to the pyramid for a short scene. Now enter Muhad

```
=====
| MUHAD <C9053>|
=====
```

Go to the guild and talk to both men inside, then try to leave, you'll be stopped and offered a job. Before leaving make sure to check the Gualde Poster. Go to the bar next and talk to him, he introduces himself as Rata and tells you to go kill Rayburn in Kanara desert.

[WM50] - GUALDE

```
=====
| KANARA DESERT |
=====
\ ITEMS / EMERALD /
=====
```

+++++  
NAME: RAYBURN (Kanara Desert)  
Level: 77  
Steal: Black Powder  
Drop: None (Runs away)

NAME: ROC X6 (Kanara Desert)  
Level: 76  
Steal: Neba-Neba  
Drop: Speed Bottle

\*Rare Drop >RAGE BOMB< is a battle specific drop in Kanara Desert.

Not a difficult fight. The Roc's have earthquake which is weak, and Rayburn has Dark breath which is also weak. Killing Rayburn ends the battle.

+++++

Afterwards you'll have 3 choices:

- a) Kill the monster -> leads to a nice scene between Elc and Lieza
- b) Live and Let Live -> CORRECT choice
- c) Break the Eggs -> similar to a) but not as touching imo

Choose the middle option. After the conversation Lieza will talk to the Bird and the bird expresses her appreciation by giving her an >EMERALD<.

Return to town and rest/save, then go to the bar and talk to Rata. He will take you to the Saryu Tribe Camp. After some scenes you will be in Rata's tent and your next destination will be known. Before leaving you can talk to Rata to rest if you want.

Now head for Tukae Cave

\*Remember we are still in the middle of a job. Inside the cave there is a path to take that will lead to the dragon, I will remind you when we get there.

\*Also remember that there is a wanted monster in here so bring Shu in for the rare steal.

```
=====
| TUKAE CAVE <C9054>|
=====
\ ITEMS / BLACK SUIT IOLITE /
=====
```

Walk north to initiate a battle

+++++  
NAME: FANGED BAT x6 (Tukae Cave)  
Level: 80  
Steal: Paralysis Apple  
Drop: Rue's Medicine

\*Rare Drop >RAGE BOMB< is a battle specific drop in Tukae Cave.

Other than the fact that they can paralyze you with paralyze breath, they are very easy. They usually attack physically and they don't even counter your attacks so save your MP and just kick their butts.

+++++

After the fight go north

>>Next Screen

There is nothing to the northwest so head straight east and you will come across an intersection. Go east first and into the next room.

>>Next Screen

+++++  
NAME: LEVIATHAN (Tukae Cave)  
Level: 84  
Steal: Speed Bottle  
Drop: Recover Fruit

NAME: SERPENT x6 (Tukae Cave)  
Level: 79  
Steal: Atrophy Ball  
Drop: Herb

\*Rare Drop >RAGE BOMB< is a battle specific drop in Tukae Cave.

The serpents have level 1 blizzard but have a low magic stat. Leviathan has level 2 cold breath which reduces your speed. Both dragons have good attack and defense so you may want to buff your party. My Elc had Protection and strike up, Shu with Speed Up, Lieza and Iga had power loss, and Tosh had speed down. Using all these gave me a serious advantage during battle.

+++++

After the fight pick up the chest containing a >BLACK SUIT<. Exit back west.

>>Next Screen

Head west back to the intersection and go north this time. You'll come across another intersection, go east here and exit in the northeast.

>>Next Screen

+++++  
NAME: SERPENT x7 (Tukae Cave)  
Level: 79  
Steal: Atrophy Ball  
Drop: Herb

\*Rare Drop >RAGE BOMB< is a battle specific drop in Tukae Cave.

Slightly easier than the last battle since Leviathan isn't here. Use the same strategy though as the last fight.

+++++

After the fight pick up the >IOLITE< from the chest and exit the room back to the west.



>>Next Screen

Go back to the last intersection and take the west path now. Enter the room in the northwest.

>>Next Screen

+++++  
NAME: FANGED BAT x7 (Tukae Cave)  
Level: 80  
Steal: Paralysis Apple  
Drop: Rue's Medicine

\*Rare Drop >RAGE BOMB< is a battle specific drop in Tukae Cave.

No difference from the last battle, it does get annoying that they tend to move before all your characters though.

+++++

After the fight enter the north room.

>>Next Screen

Head north to an intersection, then continue north and enter the room.

>>Next Screen

In here go to the northwest corner to find Elvic and Piers Beronica. After the conversation the job will be complete and all that is left to do is to return to Aldia Bridge and talk to Dragon Ash. Exit back south now.

>>Next Screen

Head south back to the intersection, then go east to reach a room.

>>Next Screen

~~~~~ WM50 GUALDE ~~~~~

REWARD: 3645  
MERITS: 5  
HUNT POSTED: Muhad  
HUNT LOCATION: Tukae Cave  
AVAILABLE: During Tukae Cave Story Events  
WHEN TO COMPLETE: Automatically Completed during story

+++++  
NAME: GUALDE (Tukae Cave)  
Level: 81  
Steal: Andel Claim  
Drop: None (conversation)

NAME: WILL 'O WISP x6 (Tukae Cave)  
Level: 80  
Steal: Magic Apple  
Drop: Strengthen Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop in Tukae Cave.

Gualde is actually pretty strong. He's got Mirror Image and Bomb Shuriken at level 2, plus he can charge to increase his already high attack (57). The Wisps have explosion but are actually a physical threat. If you have Elc with Protection cast it on all members. If you brought Shu it, consider casting Speed Up before going in for the steal. Killing Gualde ends the battle

+++++

Watch the scene afterwards and you'll be back on the world map. Go back to the tribe camp and enter the chief hut. After the scene's Arc will temporarily leave your party.

Since Arc isn't in your party right now, you can't go anywhere with the Silver Noah, so just continue onwards with the story, we'll report to Dragon Ash later.

\*If Gogen has level 3 teleport, then bring him with you inside the Pyramid, if he doesn't then you won't be able to get all the treasures and this place isn't replayable.

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=====
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|  |         |         |
|--|---------|---------|
|  | PYRAMID | <C9055> |
|--|---------|---------|

```
=====
```

|           |               |              |   |
|-----------|---------------|--------------|---|
| \ ITEMS / | LIGHT SABER   | ABUSER       | / |
| /         | \ DELTA GUARD | HELL CRUSHER | \ |

```
=====
```

After the lengthy scene our studdly hero comes in with some good news XD. Then it's fight time

```
+++++
```

NAME: FLESH GOLEM x6 (Pyramid - Exterior)  
Level: 81  
Steal: Magic Apple  
Drop: Yellow Powder

\*Rare Drop >MEOW SHOES< is a battle specific drop in the Pyramid - Exterior

These guys are not tough, they have no attack skills and they only have 49ATK, you've faced tougher. So just kill them and move on.

```
+++++
```

After the fight you'll be inside the pyramid with another chance to select your party. Bring Gogen!!

\*You can actually leave now and use the Silver Noah, so if you desperately need to level Gogen then you can do so now.

Head north into the large area, and take the exit to the northwest

>>Next Screen

A group of Sphinxes (I checked an online dictionary) will ask you a question:

Q - "What animal walks on 4 legs in morning, 2 legs at noon, and 3 in the evening?"

A - HUMAN

East or northwest?

I'm going to go east and fall down the pit to battle the mummies below and use Gogen to get the 2 chests. I find it quicker to do then go about avoid this, travelling ALL the way around this place and be able to pick up the chests without battling. Why? Because doing it that way would result in you having to travel all the way around again, answering the sphinx questions all over again, and I just found that tedious. So reasons to fall down the pit right now:

- a) Ends up being faster in the end
- b) Gives you another chance to fight and thus get the rare Meow Shoes Drop
- c) You'll reach a healing point before the next battle anyways

```
+++++
```

NAME: MUM MUMMY x7 (Pyramid - Interior)  
Level: 83

Steal: Tem's Grass  
Drop: Recover Fruit

\*Rare Drop >MEOW SHOES< is a battle specific drop in the Pyramid - Exterior

\*During battle use Gogen to teleport onto the panel and get the >LIGHT SABER< and >ABUSER<, only level 1 teleport is required.

These mummies are not that tough but have a level 1 extract spell which does physical damage, and since they have 50ATK they can kill a low HP ally/healer. So start off by sending your party in the direction of the chests, this way gogen won't get ganged up on when he attempts to get the chests. After Gogen gets the chests start pummeling them with level 2/3 spells.

+++++

After the battle head all the way south and up the stairs to be back at the beginning of the dungeon. Take the northwest exit again.

>>Next Screen

Answer Human again and take the north exit.

>>Next Screen

Use the sand currents to take you to the northeast exit.

>>Next Screen

A group of Sphinxes will ask you a question:

Q - "What is the name of the cave to the east?"

A - TUKAE CAVE (3rd Answer)

Now take the east exit. (South would lead to a room in which the ONLY result is a fall to the floor below resulting in a battle.)

>>Next Screen

=====  
PUZZLE ROOM 1  
=====

-Push the northern most block east  
-Push the southeast block east

Easy huh? Exit south.

>>Next Screen

A group of Sphinxes will ask you a question:

Q - "What does the "G" in your monetary system stand for?"

A - GOZ

Enter the south room

>>Next Screen

A group of Sphinxes will ask you a question:

Q - "Light and Dark are opposite powers, and never work together. What is the opposite of Wind power?"

A - EARTH

Take the southwest exit

>>Next Screen

Use the Healing point. The north path would have been able to drop us to the room below right on top of where the chests were, and no battle would have occurred, but then we would have had to come all the way back around, so ya I just thought it would have been quicker to get into the fight right after answering the first question.

Once you're healed, go back east

>>Next Screen

Go back north

>>Next Screen

Now take the west exit and into the central room

>>Next Screen

DONT MOVE. As soon as you enter this room, the correct path is directly in front of you, so head straight west. Take the stairs up.

>>Next Screen

Take the exit leading south

>>Next Screen

A group of Sphinxes will ask you a question:

Q - "Death Hound, Dolid, Dragon Fly. What comes next?"

A - EVIL EYE

Take the stairs up.

>>Next Screen

=====  
PUZZLE ROOM 2  
=====

```

 [S]
 [7]
 [10][9] [4][3]
 [12] [6] [1]
 [11] [8] [5] [2]
```

-Push [1] west 1 space  
-Push [2] west 1 space  
-Push [1] north 1 space  
-Push [3] north 1 space  
-Push [6] west 3 spaces  
-Push [4] east 1 space  
-Push [7] west 1 space  
-FLIP SWITCH(1)  
-Push [10] north 1 space  
-Push [12] south 1 space  
-FLIP SWITCH(2)

Don't cross the sand or you will fall into a battle, instead head back east and take the stairs back down to the previous floor.

>>Next Screen

Go back through the north door

>>Next Screen

Now take the northwest door

>>Next Screen

Incase you did end up falling, this is the room you would have fallen into.  
Incase you did fall I will cover the battle info, but note that the battle  
ONLY occurs if you fall.

+++++  
NAME: KING MUMMY x5 (Pyramid - Interior)  
Level: 84  
Steal: Spirit Seed  
Drop: Cure-All

\*Rare Drop >MEOW SHOES< is a battle specific drop in the Pyramid - Exterior

These guys are similar to the other mummies in that they are a physical threat  
and that's all. With only 5 of them, it should be simple. Use the barriers  
around the floor the best you can.

+++++

Whether you had to fight them or not continue by taking the southwest exit.

>>Next Screen

Take the Tile-Path that is against the west wall. When you stop at the lone  
square, step east to reach the sphinxes.

A group of Sphinxes will ask you a question:

Q - "What animal is released from the ground?"

A - BIRD

Take the stairs up

>>Next Screen

Follow the path west, north and east across the sand current to reach the  
stairs.

>>Next Screen

Again, you will be asked to choose your party, so again PICK GOGEN so you can  
get those chests behind you.

+++++  
NAME: DARK KASADOLL - BOSS (Pyramid - Interior)  
Level: 88  
Steal: Cheer Nettle -> I'm serious  
Drop: Strengthen Fruit

NAME: FLESH GOLEM x4 (Pyramid - Interior)  
Level: 85  
Steal: Magic Apple  
Drop: Yellow Powder

NAME: ANUBIS x2 (Pyramid - Interior)  
Level: 85  
Steal: Herb  
Drop: Jump Nettle

\*Rare Drop >MEOW SHOES< is a battle specific drop in the Pyramid - Exterior

Anubis have holy breath which will cause silence and are more of a threat than  
the golems, so take them out quickly. Kasadoll has charge and death; death is  
only level 1 though so as long as you are not standing right next to each  
other, he can only hit 1 person at a time. If he charges he will be able to  
increase his already high attack (59)

Use Gogen's level 3 teleport to get onto the other side of the wall, this will cause the wall to open so any of your characters can grab the chests, they contain >HELL CRUSHER< and a >DELTA GUARD<.

+++++

After the battle, watch the cool FMV.

You'll be back in Muhad and everyone's turned INVINSIBLE!!!! Haha no it's just a glitch which may or may not happen, just leave and re-enter to fix it.

Now that the pyramid events have been completed, the jobs have opened up in Muhad, but first take the Silver Noah to East Aldia and go to the Aldia Bridge to finish our last job.

Go back to Muhad and enter the guild.

- [Job49] - FIND THE RING
- [Job50] - LOST GIRL
- [Job51] - DANGEROUS MEDICINE
- [Job52] - DESERT RAPTURE - Appears after completing Job49

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ Job49 - FIND THE RING ~~~~~

REWARD: 3000G  
MERITS: 5  
JOB POSTED: Muhad  
JOB LOCATION: Kanara Desert  
AVAILABLE: After completing Pyramid events  
WHEN TO COMPLETE: Before going to Amigue to continue the story  
BEST OUTCOME: Find Ring, kill enemies

Go to kanara desert and pick someone who will be strong enough to fight the battle on their own. I chose Shu, but you may pick someone you feel comfortable with. Ranged attacks, status inflicting weapons or skills, ability to heal, these are all good things to consider when choosing.

To find the ring, go north to find the LARGEST skeleton (T-Rex?). Place your character on the right side of its head, then move 5 spaces east, then wait for a twinkle to pop up just south of you, to actually obtain the ring, you have to face the ring from 1 space away then press X. That's the ring. Now fight!

+++++  
NAME: BARBARIAN x2 (Kanara Desert)  
Level: 80  
Steal: Cheer Nettle  
Drop: Ax

\*Rare Drop >RAGE BOMB< is a battle specific drop in Kanara Desert

Shouldn't be hard, they can charge, but so long as you attack from behind and heal, you should be fine.

+++++

Go get your bounty and take the next job

~~~~~ Job50 - LOST GIRL ~~~~~

REWARD: 3500G  
MERITS: 7  
JOB POSTED: Muhad

JOB LOCATION: Muhad Inn -> Prodias Apartment -> Muhad Inn  
AVAILABLE: After completing Pyramid events  
WHEN TO COMPLETE: Before going to Amigue to continue the story  
BEST OUTCOME: Find Mia's Mon, Defeat monsters

Go to Muhad Inn and enter the right room, talk to Mia then go to Prodias and enter Elc's apartment. Enter the far right room and watch the scene, then return to Mia ...

+++++  
NAME: WILL 'O WISP x5 (Muhad Inn)  
Level: 80  
Steal: Magic Apple  
Drop: Strengthen Fruit

\*No Rare Drop

You've seen these guys before, they have a weak explosion attack, and are more of a physical threat. You should be more than strong enough to handle them.  
+++++

Go get your bounty and take the next job.

~~~~~ Job51 - DANGEROUS MEDICINE ~~~~~

REWARD: 4000G  
MERITS: 6  
JOB POSTED: Muhad  
JOB LOCATION: Tukae Cave  
AVAILABLE: After completing Pyramid events  
WHEN TO COMPLETE: Before going to Amigue to continue the story  
BEST OUTCOME: Collect the Sea Dragon Horn

Go to Tukae Cave. Go north on the first screen

>>Next Screen

At the intersection go east, go all the way east past the second intersection until you get to the next screen

>>Next Screen

+++++  
NAME: LEVIATHAN (Tukae Cave)  
Level: 84  
Steal: Speed Bottle  
Drop: Recover Fruit

NAME: SERPENT x6 (Tukae Cave)  
Level: 79  
Steal: Atrophy Ball  
Drop: Herb

\*Rare Drop >RAGE BOMB< is a battle specific drop in Tukae Cave.

The serpents have level 1 blizzard but have a low magic stat. Leviathan has level 2 cold breath which reduces your speed. Both dragons have good attack and defense so you may want to buff your party. Once the Leviathan is killed, you will receive the >SEA DRAGON HORN<.

+++++

Go get your bounty and take the next job.

~~~~~ Job52 - DESERT RAPTURE ~~~~~

REWARD: 4000G

## Head for Kanara Desert

NAME: BARBARIAN (Kanara Desert)  
Level: 81  
Steal: Cheer Nettle  
Drop: Ax

\*Rare Drop >RAGE BOMB< is a battle specific drop in Kanara Desert

+++++

Diagram illustrating the structure of a message frame:

The frame is composed of three main sections:

- Header:** Indicated by the top dashed line with double slashes (//) at both ends.
- Body:** The central section, labeled "AMIGUE", is enclosed by dashed lines with double slashes (//) at both ends.
- Footer:** Indicated by the bottom dashed line with double slashes (//) at both ends.

The diagram shows the relative positions of these sections, with the header and footer sections being shorter than the body section.

If you haven't been here yet, then you'll be greeted by two weirdos. If like me, you came here earlier to check things out then you would have already met them. Feel free to look at the shop again if you want, then go to the bar.

Take the stairs in the north to meet up with those 2 guys again. Respond with "Thanks", and you'll be escorted out of the bar.

When talking to the Generale, reply with "Of Course", then he'll ask you for 10,000G, so choose "Here you go", i had 120,863G at this point, oh and in case you don't know yet, you can check your Wealth in ANY characters status screen (took me a while to actually figure that out). Afterwards exit this house, and the north path out of town is open but before we go, yup you guessed it, we have some Jobs to do.



These are the last 4 jobs for some time

[Job53] - BOOR AT THE BAR  
[Job54] - FIND THE MISSING BURRO  
[Job55] - THEFT AT SENOR GENERALE'S  
[Job56] - 5 FEATHERS OF AMIGUE ROC -> Appears after completing job54

\*\*\*\*\*  
\*\*\*\*\* JOBS \*\*\*\*\*  
\*\*\*\*\*

~~~~~ Job53 - BOOR AT THE BAR ~~~~~

\* Thanks ShaneJ for informing me about the timing issue when using an emulator with a controller.

REWARD: 1000G (First time) + >BASTARD SHOT< (If defeated 2 more times consecutively)  
MERITS: 4  
JOB POSTED: Morea  
JOB LOCATION: Morea Bar  
AVAILABLE: After gaining access to The God Tower  
WHEN TO COMPLETE: Before going to the God Tower  
BEST OUTCOME: Win the shootout on the first try

Go to the bar and talk to the barkeeper, then head to the basement and talk to the scared old man in the corner, after, go back upstairs. Watch the lengthy scene and when it's done we'll be outside for a gunfight.

#### RULES

-On the count of 5 you need to hit R1 as fast as you can

#### HINT

-Don't wait for the 5 to show up, once you see the 5th text box start to appear, then Hit R1.

I won on my first try :). Difficulty 2/5

Go collect your bounty and return to the OUTSIDE of the bar on the far right, you will see the man standing there. Challenge him again. Difficulty 2/5

After you beat him, enter any building and exit to find him there again. Challenge him again. Difficulty 5/5!!!!

The Second attempt was HARD for me. ShaneJ informed me that when using an emulator, a controller will have about a half second delay. So if this is the case for you, try using the keyboard.

Go take the next job

~~~~~ Job54 - FIND THE MISSING BURRO ~~~~~

REWARD: 5500G  
MERITS: 6  
JOB POSTED: Morea  
JOB LOCATION: Girl with purple hair north of the bar / madeta hill  
AVAILABLE: After gaining access to The God Tower  
WHEN TO COMPLETE: Before going to the God Tower  
BEST OUTCOME: Defeat enemies to save the donkey

Talk to the girl (twice) until she mentions you're from the guild. Then talk to the 2 kids that are always in your way when your trying to go to the guild. Then go back and talk to the lady again. Leave town and go to Madeta Hill.

+++++

NAME: EARTH GIANT (Madeta Hill)

Level: 72

Steal: Bronze Guard

Drop: Strengthen Fruit

NAME: POISON CLOUD x4 (Madeta Hill)

Level: 72

Steal: Poison

Drop: Antidote Nut

\*Rare Drop >MYSTIC KNIFE< is a battle specific drop in Madeta Hill

Easy fight, the poison clouds are more of a thread imo, since they have poison wind, other than that, you only have to worry about physical attacks.

+++++

Afterwards collect your bounty and take the next job [feel free to talk to the funny donkey].

~~~~~ Job55 - THEFT AT SENOR GENERALE'S ~~~~~

REWARD: 4000G

MERITS: 5

JOB POSTED: Morea

JOB LOCATION: Senor Generale's House

AVAILABLE: After gaining access to The God Tower

WHEN TO COMPLETE: Before going to the God Tower

BEST OUTCOME: Find the thief and report back to Generale.

Ok so head to the Generales house and talk to him. Our task is to find what was stolen. Remember those lights i told you about at the start of Morea's section, well this is the job in which we get to use them. This can be very confusing so follow these directions exactly.

=====

MY METHOD

=====

Since the youtube method didn't work for me, i had to figure it out on my own.

-After talking to Generale, talk to his guard standing at the front entrance of his house.

-Exit the house and talk to the lady in front of the weapon shop. She will mention an old man in the guild being suspicious.

-Go inside the guild and go behind the booth (west from the wanted monster posters)

-Head through the door and down the stairs

-Talk to the old man TWICE, and Shu will THANK him for the TIP.

-Go back upstairs and examine the left part of the book shelf to read up on Moreas History. It will mention the lights in Generales House.

-Exit the guild and go back to Generale's house. Flip ANY 6 switches in the house EXCEPT for the west switch in the northeast corner of the top floor, since this is the switch that MUST be flipped last. Even flipping the one next to this switch is FINE.

-Once 6 switches have been flipped, flip that last switch

-Go up the stairs and talk to the kid, then report back to Generale

=====

YOUTUBE VIDEO METHOD

=====

This video is by RamblingJosh and shows 8 lights in total being turned on, start at 7:15.

<http://www.youtube.com/watch?v=Fft8qQOB-oU>

collect your bounty and take the last job.

~~~~~ Job56 - 5 FEATHERS OF AMIGUE ROC ~~~~~

REWARD: 4000G  
MERITS: 7  
JOB POSTED: Morea  
JOB LOCATION: Morea Bar / Madeta Hill  
AVAILABLE: After gaining access to The God Tower  
WHEN TO COMPLETE: Before going to the God Tower  
BEST OUTCOME: Gather 5 Amigue Roc Feathers

Head to the bar and talk to the guy on the east table, talk to him again then head for Madeta Hill. The Roc enemy may not appear so just keep exiting and re-entering until he does. Only 1 will appear at any given time, so you'll need to fight 5 battles.

+++++  
NAME: AMIGUE ROC (Madeta Hill)  
Level: 72  
Steal: Neba-Neba  
Drop: Speed Bottle

NAME: EARTH GIANT (Madeta Hill)  
Level: 72  
Steal: Bronze Guard  
Drop: Strengthen Fruit

NAME: POISON CLOUD x4 (Madeta Hill)  
Level: 72  
Steal: Poison  
Drop: Antidote Nut

\*Rare Drop >MYSTIC KNIFE< is a battle specific drop in Madeta Hill

Easy fight, the Amigue roc is just a normal roc enemy, the poison clouds are more of a thread imo, since they have poison wind, other than that, you only have to worry about physical attacks. After killing the roc, you'll get a message saying "Found the feather of Amigue Roc!" Feathers found: 1 (per battle).

+++++

Once you've gathered 5 Amigue Roc feathers, return to the client in the bar.

Ok it's story time!! Take the north exit out of town when you are ready.

\*=====\*

|  |               |         |
|--|---------------|---------|
|  | THE GOD TOWER | <C9057> |
|--|---------------|---------|

\*=====\*

\*Circular(BLUE) Teleporters bring you to the next floor  
\*Circular(YELLOW) Teleporters bring you to the previous floor  
\*Triangular Teleporters bring you do a different area on the same floor

Once inside take either teleporter to be brought to the same place

-----  
LOCATION: GOD TOWER 2F  
-----

Step on the triangle to brought into a battle

+++++  
NAME: SA-200 x3 (God Tower)  
Level: 73

Steal: None  
Drop: Sub-Machine Gun

NAME: SA-100 x3 (God Tower)  
Level: 73  
Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >DARK CHARM< is a battle specific drop in God Tower.

These guys are VERY easy, they have low atk and def, so just kill and move on.  
+++++

Take the triangle to the northeast. Then the circular teleporter to arrive on the next floor

-----  
LOCATION: GOD TOWER 3F  
-----

You arrive in front of 2 triangles, the one on the left leads to a battle, so take the one on the right. Then take the circle to the next floor.

-----  
LOCATION: GOD TOWER 4F  
-----

Head north and take the circle again. After the scene step on the same circle.

-----  
LOCATION: GOD TOWER 5F  
-----

Head south and take the circle again.

-----  
LOCATION: GOD TOWER 6F  
-----

Move towards either portal to activate a scene, afterwards, you'll be back on 2F, so make your way back up to 6F, (NE triangle, circle, E triangle, circle, circle, circle)

Upon arriving back on 6F, you will have another battle.

+++++  
NAME: SA-200 x5 (God Tower)  
Level: 74  
Steal: None  
Drop: Sub-Machine Gun

NAME: SA-100 x3 (God Tower)  
Level: 74  
Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >DARK CHARM< is a battle specific drop in God Tower.

These guys are VERY easy, they have low atk and def, so just kill and move on.  
+++++

After the fight take the triangle, then the circle.

-----  
LOCATION: GOD TOWER 7F  
-----

There are different ways to complete this, below is how I did it.

=====

TILE PUZZLE

=====

-Take left tile to start  
-Move right  
-Move right  
-Move right  
-Move right  
  
-Move down  
-Move down  
-Move right  
-Move up  
  
-Move left  
-Move down  
-Move down  
-Move right\*  
  
-Move down  
-Move left  
-Move up  
-Move right  
  
-Move down  
-Move left  
-Move left  
-Move left  
  
-Move down  
-Move left  
-Move up  
-Move right  
  
-Move down  
-Move down

Use the healing point on the other side, then take the circle.

-----

LOCATION: GOD TOWER 8F

-----

T = Triangular Teleporter; ^ = Teleporter to take

T T T      T T T  
    ^

After taking the correct Trianle (all others lead to the battle in the north room), take the circle next.

-----

LOCATION: GOD TOWER 9F

-----

Fight time

+++++

NAME: SA-200 x3 (God Tower)  
Level: 75  
Steal: None  
Drop: Sub-Machine Gun

NAME: SA-100 x4 (God Tower)  
Level: 75

Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >DARK CHARM< is a battle specific drop in God Tower.

These guys are VERY easy, they have low atk and def, so just kill and move on.  
+++++

Go to the circle.

-----  
LOCATION: GOD TOWER 10F  
-----

-DONT STEP ON THE TRIANGLE!! It brings you back to the first floor.  
-The circle below the blue circle takes you to a battle  
-The circle above the triangle takes us to the next floor

-----  
LOCATION: GOD TOWER 11F  
-----

Take the circle to the south

-----  
LOCATION: GOD TOWER 12F  
-----

Use the Healing Point, then go north to 2 switches

-left switch changes the circle from blue to yellow (down to up)  
-right switch calls enemies (SA-100 X8)

+++++  
NAME: SA-100 x8 (God Tower)  
Level: 77  
Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >DARK CHARM< is a battle specific drop in God Tower.

I decided to fight them to check if the rare drop was the same. It is, so feel free to ignore the fight if you want. The Healing Point re-appears after the fight anyways, so fight for fun if you want. My Iga leveled up during the fight and learned Cure!!

+++++  
Take the yellow circle after the fight.

-----  
LOCATION: GOD TOWER TOP  
-----

I chose Diekbeck to participate in this battle :D

+++++  
NAME: GROLGALDE - BOSS (God Tower)  
Level: 80  
Steal: None  
Drop: None

NAME: SA-100 x2 (God Tower)  
Level: 77  
Steal: None  
Drop: Sub-Machine Gun

NAME: SA-200 x2 (God Tower)  
Level: 77

Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >LIGHT CURSE< is a battle specific drop in God Tower Boss Battle.

For 2 of Grolgalde's turns you wont be able to act. After the scene, the gravity amplifier will cease and you can begin the beat down. Grolgalde has a Twirl Blitz attack that causes attack down status and looks similar to Poco's Lion Drum, but with longer range.

+++++

Afterwards watch the cool FMV, and you'll be back in town. Save and rest up then head for the silver noah. After the scene we're off to...

```
<>=====//-----//=====<>
// SEIRYA //
<>=====//-----//=====<>
```

Watch the scene. Seriously how long has it been since we rescued the people of Touvil .... REBUILD YOUR TOWN ALREADY! Go speak with Kukuru, keep talking to her until she offers to teleport you to Palencia

```
*=====
| PALENCIA/DOWNTOWN <C9058>|
*=====
```

\*Weird glitch i thought i'd mention. If you go to Palencia's shop and search around until the clerk says "Please feel free to sample my goods" 3 times, then he'll start saying, "Everything's quite fresh, i assure you", do this 5 times and he'll run out of stock, so you can't buy anything from him eventhough you never actually took anything. Just exit and re-enter to fix it.

Exit town and go to the downtown area.

Enter the bar and make Tosh your on-screen character (R2), then talk to the bartender.

After a bunch of scenes you'll regain control of Arc; Elc and Tosh have left the party for the time being.

Go back to Kukuru. You will be asked to choose a party to go after Tosh. For reference i chose:

Arc - Mandatory  
Shu - Stealing + Machine Gun!!  
Poco - Buffs  
Lieza - Healing + Searching for the guides sake

\*Afterwards pick up a couple recover fruits from Palencia shop 3-4 and SAVE these for the solo battle at the end of the tower. When you are ready, head for Palencia Tower

```
*=====
| PALENCIA TOWER <C9059>|
*=====
\ ITEMS / NEEDLE SHOES MAGIC GAUNTLET HELLFIRE FLAIL /
/ \ BANDIT KNIFE DRAGON KATANA CRESCENT AX \
\ / MAGIC LEAF LIFE NUT PARADE COAT /
/ \ BOOK OR MARIN WINDWONDER CARD REVIVAL DUST \
\ / YOSHUA'S MEMENTO /
*=====
```

Upon entering Tosh will join up and a battle with ensue.

+++++  
NAME: PA-100 x3 (Palencia Tower)  
Level: 86  
Steal: None  
Drop: Machine Gun

NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 86  
Steal: Bomb  
Drop: Nettle

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower  
Floors 1, and 30-44.

Flesh flickers know petro wind and the pa-100's know strike up. So this fight  
can be challenging. The Pa-100's have 52ATK -> 64ATK when strike up is used,  
plus they have machine guns which can hit multiple party members at once. From  
where you start, split your party and send them to either side to take out the  
2 Pa-100's, then once the enemies in the south approach you in the north, you  
can attack them from both sides.  
+++++

After the battle go north

>>Next Screen

Take the elevator to floor 30

=====  
FLOOR 30 (Hall)  
=====

+++++  
NAME: PA-100 x3 (Palencia Tower)  
Level: 86  
Steal: None  
Drop: Machine Gun

NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 86  
Steal: Bomb  
Drop: Nettle

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower  
Floors 1, and 30-44.

Same battle, send all members to the left to battle the flesh flickers, you  
should be able to kill them all before the Pa's reach you.

+++++

After the fight go into the east room

=====  
FLOOR 30 (East Room)  
=====

Take the stairs up

=====  
FLOOR 31 (East Room)  
=====

+++++  
NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 87  
Steal: Bomb  
Drop: Nettle



NAME: PA-100 x2 (Palencia Tower)  
Level: 87  
Steal: None  
Drop: Machine Gun

NAME: NECROMANCER x2 (Palencia Tower)  
Level: 87  
Steal: Herb  
Drop: Magic Apple

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower Floors 1, and 30-44.

Ok i definitely recommend splitting your party here, keep your healers away from the necromancer cause they have mind buster which reduces your MP. So send a couple strong fighters north to fight those enemies and the others west to take on the flesh flickers.

+++++

Go west

>>Next Screen

Take the stairs

=====  
FLOOR 32 (Hall)  
=====

Flip the switch here, then return all the way back to floor 30 (Hall).

=====  
FLOOR 30 (Hall)  
=====

Take the north stairs now

=====  
FLOOR 31 (Hall)  
=====

Go into the west room

=====  
FLOOR 31 (West Room)  
=====

+++++

NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 88  
Steal: Bomb  
Drop: Nettle

NAME: PA-100 x2 (Palencia Tower)  
Level: 88  
Steal: None  
Drop: Machine Gun

NAME: NECROMANCER x2 (Palencia Tower)  
Level: 88  
Steal: Herb  
Drop: Magic Apple

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower Floors 1, and 30-44.

Same as last battle except we're all bunched up here. Use you're strongest

attackers to kill 1 or both or the necromancers right away, then go after the flesh flickers.

+++++

Take the stairs in the north

=====  
FLOOR 32 (West Room)  
=====

+++++

NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 88  
Steal: Bomb  
Drop: Nettle

NAME: PA-100 x2 (Palencia Tower)  
Level: 88  
Steal: None  
Drop: Machine Gun

NAME: NECROMANCER x2 (Palencia Tower)  
Level: 88  
Steal: Herb  
Drop: Magic Apple

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower Floors 1, and 30-44.

Exact same as the last battle. With my machine gun equipped on Shu he was able to target BOTH necromancers. Use up your MP in this battle if you want because we'll reach a Healing Point before the next fight.

+++++

Exit east

=====  
FLOOR 32 (Hall)  
=====

Go through the north door we opened with the switch earlier and go around to the east side to open a chest with >NEEDLE SHOES<. Flip the red switch on the north wall to make the elevator go to the 33rd floor. Return to floor 30 and take the elevator to floor 33.

=====  
FLOOR 33 (Hall)  
=====

Use the Healing Point then go AROUND the escalators into the room on the north side.

=====  
FLOOR 33 (North Room)  
=====

Open the chest in here for a >MAGIC GAUNTLET<. Go back to the previous room and take the RIGHT escalator

=====  
FLOOR 34 (Hall)  
=====

+++++

NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 89  
Steal: Bomb  
Drop: Nettle

NAME: PA-100 x2 (Palencia Tower)  
Level: 89  
Steal: None  
Drop: Machine Gun

NAME: NECROMANCER x2 (Palencia Tower)  
Level: 89  
Steal: Herb  
Drop: Magic Apple

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower  
Floors 1, and 30-44.

Again go all out, we'll be returning to the Healing Point soon anyways.  
+++++

After the battle, flip the switch then return down the escalator by changing  
the arrow to down (next to the escalator).

=====  
FLOOR 33 (Hall)  
=====

Use the healing point and take the LEFT escalator

=====  
FLOOR 34 (Hall)  
=====

Enter the west room

=====  
FLOOR 32 (West Room)  
=====

Open the chest here for a >BANDIT KNIFE<. Then return to the previous room and  
take the north door.

=====  
FLOOR 34 (North Room)  
=====

Take the north stairs

=====  
FLOOR 35 (North Room)  
=====

Open the chest for a >HELLFIRE FLAIL<, then exit south.

=====  
FLOOR 35 (Hall)  
=====

+++++  
NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 89  
Steal: Bomb  
Drop: Nettle

NAME: PA-100 x2 (Palencia Tower)  
Level: 89  
Steal: None  
Drop: Machine Gun

NAME: NECROMANCER x2 (Palencia Tower)  
Level: 89

Steal: Herb  
Drop: Magic Apple

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower Floors 1, and 30-44.

Start by taking out the necromancers on the right, stay spread out to avoid having multiple characters hit with petro wind. The yellow circles are teleporters that will randomly teleport you to another circle in the room. Since it's random, it may not be helpful for this battle. [After the battle all teleporters will bring you into the enclosed space]

+++++

After the battle enter the western room

=====  
FLOOR 35 (West Room)  
=====

Flip the switch in here, and return back to where the Healing Point is.

=====  
FLOOR 33 (Hall)  
=====

Heal then take the RIGHT escalator

=====  
FLOOR 34 (Hall)  
=====

Take the South Exit in this room (It's a little difficult to notice the light representing the open door in the south).

=====  
FLOOR 34 (South Room)  
=====

Step on the light circle to be teleported

=====  
FLOOR 34 (West Room)  
=====

Take the north stairs

=====  
FLOOR 35 (West Room)  
=====

Go south through the door you opened earlier with the switch (currently on your right). Then go up the stairs.

=====  
FLOOR 36 (West Room)  
=====

+++++

NAME: FLESH FLICKER x3 (Palencia Tower)  
Level: 89  
Steal: Bomb  
Drop: Nettle

NAME: PA-100 x2 (Palencia Tower)  
Level: 89  
Steal: None  
Drop: Machine Gun

NAME: NECROMANCER x2 (Palencia Tower)

Level: 89

Steal: Herb

Drop: Magic Apple

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower Floors 1, and 30-44.

They're grouped together so hit them with some level 2 magic/skills

+++++

After the fight, flip the switch to start the escalator on floor 36. Return to floor 33.

=====  
FLOOR 33 (Hall)  
=====

Heal then take the RIGHT escalator again.

=====  
FLOOR 34 (Hall)  
=====

Take north door

=====  
FLOOR 34 (North Room)  
=====

Take the stairs

=====  
FLOOR 35 (North Room)  
=====

Exit south

=====  
FLOOR 35 (Hall)  
=====

Take ANY teleporter to reach the closed off area in the south, then take the stairs.

=====  
FLOOR 36 (Hall)  
=====

Take the now functioning escalator

=====  
FLOOR 37 (Hall)  
=====

+++++

NAME: FLESH FLICKER x3 (Palencia Tower)

Level: 89

Steal: Bomb

Drop: Nettle

NAME: PA-100 x3 (Palencia Tower)

Level: 89

Steal: None

Drop: Machine Gun

\*Rare Drop >RAGE PROTECT DUST< is a battle specific drop in Palencia Tower Floors 1, and 30-44.

Go west first and take out the flesh flickers, but don't travel past the escalators, let THEM do that, so stay on the upper west side. I attempted to do that and 2 of my characters got hit with petro wind, so for 2 turns i couldn't move anyone past the escalator and those 2 characters just took a beating.

+++++

After the fight, take the LEFT escalator.

=====  
FLOOR 36 (Hall)  
=====

Open the 2 chests for a >DRAGON KATANA<, and a >CRESCENT AX<, then return to the previous room.

=====  
FLOOR 37 (Hall)  
=====

Take the stairs now.

=====  
FLOOR 38 (Hall)  
=====

Access Floor 99 - Flip the switch on the north wall 1X  
Access Floor 77 - Flip the switch on the north wall 8X (9 total)  
Access Floor 44 - Flip the switch on the north wall 10X (19 total)

Floor 44 just leads to a battle so go to floor 77

=====  
FLOOR 77 (Hall)  
=====

Pick up the chests containing >MAGIC LEAF<, >BOOK OF MARIN<, >LIFE NUT<,  
>PARADE COAT<, >REVIVAL DUST<, >WINDWONDER CARD<.

After collecting the chests take the elevator to floor 99. A scene will take place and the action shifts to Elc.

\*=====\*

|  |                 |  |
|--|-----------------|--|
|  | SABATICO SHRINE |  |
|--|-----------------|--|

\*=====\*

Select a party then prepare to fight.

For reference i chose:

Elc - Mandatory + Protection  
Iga - Shingan-ho (stops the enemy from acting)  
Sania - Sleep Wind  
Shante - Cure  
Choko - POWER!

+++++

NAME: SACRED DEVIL x4 (Sabatiko Shrine)  
Level: 84  
Steal: NA (Strengthen Fruit)  
Drop: Revival Dust

\*Rare Drop >RAGE BOMB< is a battle specific drop in Sabatiko Shrine [I'm getting really annoyed by the useless rare drops in UNIQUE locations].

You need to protect Kukuru, or the battle will be over, don't worry though cause if she dies you just have to try again. She only has 110 HP. If Elc has

protection then cast it on her. The sacred devil WILL GO STRAIGHT FOR KUKURU if they have the chance, so surround her at all times. They will hit her for approx 100 damage. Use status inflicting skills to slow them down.

+++++

After the fight we'll be back with Arc's party

\*=====\*

|  |                |  |
|--|----------------|--|
|  | PALENCIA TOWER |  |
|--|----------------|--|

\*=====\*

=====

FLOOR 99 (Hall)

=====

Take the stairs.

=====

TOP FLOOR (Hall)

=====

Use the healing point then enter the BOSS room.

+++++

NAME: MONJI - BOSS (Palencia Tower Top Floor)

Level: Same as Tosh's current level

Steal: NA

Drop: None (conversation)

\*No Rare Drop

Jubaken (paralysis) may actually be hard to land and if it does land, it will only last 1 turn anyways, so may want to focus on sheer damage skills or if you have a strong weapon, just regular attacks from behind work best. Heal with the recover fruits i told you to save for this battle.

+++++

After the heartwarming scene, Tosh will inherit MONJI SLASH from his father.

After some more awesome scenes, you fight the final battle in this tower.

+++++

NAME: NECROMANCER (Palencia Tower Top Floor)

Level: 95

Steal: Herb

Drop: Magic Apple

NAME: PA-200 x6 (Palencia Tower Top Floor)

Level: 80

Steal: None

Drop: Machine Gun

\*Rare Drop >RAGE WEAKEN DUST< is a battle specific drop in Palencia Tower Top Floor.

Although he's at level 95, he's just another necromancer with weak stats and bad skills, i killed him with one counter attack. The Pa-200's can lower your attack, they have 49ATK and use sub-machine guns. Try not to stand too close together. Go all out with status buff and level 2 skills/spells.

+++++

After the fight, some more touching scenes and you will receive >YOSHUA'S MEMENTO<.

More scenes occur and we get another great quote from Elc

"Sorry to bust up your make-out session ..." - Elc

"M-Make out?" - Arc

"Yeah. No shame in that Tiger" - Elc

Haha awesome

You will be allowed to save during the conversation, so DO SO! Then you must choose who you will send back in time.

For Reference i chose:

Shu (level 88) - Because he can steal and he was the one equipped with the unicorn horn, and thus i didn't have a chance to swap it.

```
<>=====//-----//=====<>
 /// SEIRYA [PAST] ///
<>=====//-----//=====<>
```

```
=====
| TOUVIL [PAST] <C9060>|
=====
```

\*Note depending on who you chose, conversations will be different.

Head west to the Quarry to meet up with Kukuru, then you will enter teh Ancient Shrine

-----  
LOCATION: ANCIENT SHRINE (SABATICO SHRINE PAST)  
-----

+++++  
NAME: ARMOR EATER x4 (Ancient Shrine)  
Level: 50  
Steal: Recover Fruit  
Drop: Bitter Leaf

\*Rare Drop >MEOW FANG< is a battle specific drop in Ancient Shrine.

If you have better equipment lying around, then equip kukuru with it, especially defensive equipment. Afterwards just kill the enemies.

+++++

Kukuru will go north and another battle will ensue

+++++  
NAME: SUPER HEMO-JI x4 (Ancient Shrine)  
Level: 50  
Steal: Power Jelly  
Drop: Nettle

\*Rare Drop >MEOW FANG< is a battle specific drop in Ancient Shrine.

Again, there's no threat if you equipped Kukuru properly, if not just keep her away from the enemies and let you other character kill them all.

+++++

Another battle starts

+++++  
NAME: WOLF ZOMBIE x4 (Ancient Shrine)  
Level: 51  
Steal: Cure-All  
Drop: Cheer Nettle

\*Rare Drop >MEOW FANG< is a battle specific drop in Ancient Shrine.



Again, there's no threat if you equipped Kukuru properly, if not just keep her away from the enemies and let you other character kill them all.

+++++

After the fight there will be some conversation then Kukuru will teleport both of you to Palencia.

Despite being in the past the only difference is the soldiers around town and the conversation. Talk to them if you want then go to Palencia Castle Ruin.

```
=====
| PALENCIA CASTLE RUIN [PAST] <C9061>|
=====
```

Upon entering the guards will get a dose of Kukuru's GIRL POWER!! I've been waiting for that all game :).

Further in we get a battle

-----  
LOCATION: BASEMENT WAREHOUSE RUINS  
-----

+++++  
NAME: BLACK KNIGHT x4 (Palencia Castle Ruin)  
Level: 51  
Steal: Cheer Nettle  
Drop: Recover Fruit

\*Rare Drop >GOLDEN DRAGON< is a battle specific drop in Palencia Castle Ruin.

Again, there's no threat if you equipped Kukuru properly, if not just keep her away from the enemies and let you other character kill them all. These guys CAN charge so even more reason to protect Kukuru.

+++++

After the fight take the northwest exit. Kukuru will take you down a couple screens, then we get another fight.

-----  
LOCATION: BASEMENT ELEVATOR  
-----

+++++  
NAME: FIRE BIRD x3 (Palencia Castle Ruin)  
Level: 52  
Steal: Attack Bottle  
Drop: Herb

\*Rare Drop >WIND CHARM< is a battle specific drop in Palencia Castle Ruin.

Easy Fight.

+++++

-----  
LOCATION: BIO RESERCH LAB  
-----

Head north and watch the scenes. Then go rest up and save and head for the skyport. Scenes will take over and our next destination is...

```
<>=====//-----//=====<>
// GREYSHINNE [PAST] //
<>=====//-----//=====<>
```

Go to Amaidar Temple

```
=====
| AMAIDAR TEMPLE [PAST] <C9062>|
=====
```

After some scenes there will be a battle

```
+++++
NAME: NOXIOUS ODOR x4 (Amaidar Temple)
Level: 52
Steal: Hard Nettle
Drop: Attack Bottle
```

\*No Rare Drop.

These guys are easy, they can hit from 2 spaces away. Dont let Kukuru get ganged up on and you'll be fine.

```
+++++
```

After the scene, enter the mountain.

```
=====
| AMAIDAR MOUNTAIN [PAST] <C9063>|
=====
```

After some scenes there will be a battle

```
+++++
NAME: BLUE PHANTOM x2 (Amaidar Mountain)
Level: 53
Steal: Blue Jewelry
Drop: Blue Jewelry
```

```
NAME: SPECTRE x2 (Amaidar Mountain)
Level: 53
Steal: Sleep Ball
Drop: Mint
```

\*Rare Drop >MEOW FANG< is a battle specific drop on Amaidar Mountain.

Spectre's have sleep wind so definitely take them out first; you don't want your strong character to be put to sleep and have Kukuru all alone. The Blue Phantoms have Blizzard.

```
+++++
```

After a short scene, another battle begins.

```
+++++
NAME: DEATH PRIEST (Amaidar Mountain)
Level: 54
Steal: Recover Fruit
Drop: Strengthen Fruit
```

```
NAME: BLUE PHANTOM x2 (Amaidar Mountain)
Level: 53
Steal: Blue Jewelry
Drop: Blue Jewelry
```

```
NAME: RED PHANTOM x2 (Amaidar Mountain)
Level: 53
Steal: Red Jewelry
Drop: Red Jewelry
```

\*Rare Drop >MEOW FANG< is a battle specific drop on Amaidar Mountain.

The Blue Phantoms have Blizzard; Red have fire storm. The death Priest can cure and use divide (absorbs HP), so definitely take him out first.  
+++++

After the scenes take to the skies and head for Niedel. It's actually done differently, you must select Niedel from the skyport, similar to how you would enter the silver noah.

```
<>=====//-----//=====<>
 /// NIEDEL [PAST] ///
<>=====//-----//=====<>
```

Enter Misro

```
=====
| MISRO [PAST] <C9064>|
=====
\ ITEMS / DARK MASK SUPER BOOTS /
=====
```

Head north and you will see a group of 5 people blocking the path to a chest.

=====
STATUE PUZZLE 1
=====

H = House  
P = Pot  
C = chest  
# = statue number

```
 [C]
[H] [P] [P] [3]
 [5] [2]
 [4] [1]
```

-Push [2] west  
-Push [4] west  
-Enter house [H]  
-Exit house [H] -> Statues are reset  
-Push [4] east  
-Grab Chest [C] containing >DARK MASK<

Now head east and check the other chest to see that it's locked, it mentions the arena, so up to it and check the pillars that make up the exterior of the arena.

=====
STATUE PUZZLE 2
=====

\*Note A - DO NOT enter any buildings during this puzzle or it will reset all the characters positions causing you to have to redo them.

\*Note B - After you completed Puzzle 1, you may have pushed the old man right next to the young girl in order to get the Dark Mask chest. So BEFORE starting puzzle 2, enter a building and exit it, so that their positions will be reset, otherwise you can't put the girl into a position during puzzle 2.

What we have to do, is move the statues in front of the correct pillar. A message will pop up ("Click") when the status is in the correct spot.

I'll number the pillars from west to east

[1] [8]  
 [2] [7]  
 [3] [6]  
 [4] [5]

-Push the man standing between pillar 5 and 6 in front of pillar [4]

-Push the kid standing just west of pillar 1 in front of pillar [8]

-The little girl just south of the weapon shop, she needs to be placed in front of pillar [1]. To do this, push the older woman that is standing above her to the west, then push the little girl east, and you can get her to pillar 1 easily now.

-The lady you just pushed will be next to a younger looking girl, that girl needs to be placed in front of pillar [7]. To do this, push the lady that is next to her north towards the chest, then push the old man that is south of her west until you can get onto her right side (left on the screen). Push her all the way east, then north and eventually in front of pillar 7.

-The old man we just pushed west in the last part needs to be placed in front of pillar [6]. To do this, CAREFULLY push him east so that he is between the house and the bush, then go around to his front side and push him north 1 space, then push him east and eventually to his spot.

-There is an old lady with glasses in the south part of town (just below the southern row of houses) she needs to be placed in front of pillar [3]. To do this, push her west so that she is just above the stairs, then go around and up the stairs to push her north between the 2 houses, then push her east a bit and north on the LEFT SIDE of the white chair BUT not too close to the house. Once you're above the white furniture, start pushing her east. Now just push north and get her to her spot.

-In the southeast part of town, in front of the bar, there is an old woman who needs to be placed in front of pillar [5]. To do this, push her west 1 time so that she's above the stairs, then push her south, down the stairs as far as she'll go. Start pushing her west and once you are able to, push her north against the stone wall, then continue pushing her west until she is below the far west stairs. Now push her north up the stairs and between the 2 houses. Now push her slightly east, then north on the LEFT SIDE of the white chair BUT not too close to the house. Once you're above the white furniture, start pushing her east. Now just push north and get her to her spot.

-The last guy is at the entrance of the town, he needs to be placed in front of pillar [2]. To do this, start by pushing him north against the stone wall, then all the way west until he is below the far west stairs. Now push him north up the stairs and between the 2 houses. Now push him slightly east, then north on the LEFT SIDE of the white chair BUT not too close to the house. Once you're above the white furniture, start pushing him east. Now just push north and get him to his spot.

Once you push the last statue into place, a message will pop up saying "The sound of a lock turning is heard". So go to that chest and open it to receive >SUPER BOOTS<.

WE'RE DONE!!!

So go into the Inn and save/rest. Kukuru will be fighting solo soon, so equip her to the max. Once you are ready enter the house to the NORTHWEST of the once locked chest.

There will be a girl who was spared from petrification (she's soo cute). Head for the arena next.

-----  
 LOCATION: NIEDEL ARENA  
 -----

\*NOTE - you can't actually steal from the enemies inside the arena (arena waiting room you can still steal though)

+++++  
NAME: BLACK SKELETON x2 (Niedel Arena)  
Level: 42  
Steal: NA  
Drop: Neba-Neba

NAME: SKELETON KNIGHT x2 (Niedel Arena)  
Level: 42  
Steal: NA  
Drop: Cheer Nettle

\*No Rare Drop

Cast protection to start. I had Kukuru equipped with a flame knife that was leveled up pretty high, so she was able to avoid counterattacks, and hit 2 enemies at the same time. I recommend this over a different weapon with slightly higher attack power.

+++++  
After a funny conversation we fight again

+++++  
NAME: DEMI-OGRE (Niedel Arena)  
Level: 42  
Steal: NA -> Shell can cause him to drop and Attack Bottle  
Drop: Atrophy Ball

NAME: BLACK SKELETON x2 (Niedel Arena)  
Level: 42  
Steal: NA  
Drop: Neba-Neba

NAME: SKELETON KNIGHT x2 (Niedel Arena)  
Level: 42  
Steal: NA  
Drop: Cheer Nettle

\*No Rare Drop

Cast protection to start. The demi-ogre can cast strike power and also lower your magic. Go after the demi-ogre first, then start taking out the skeletons. Divine judgement did about 40 damage to the skeletons, and since its light elemental you can avoid them going into HP=1 status.

+++++  
After the fight, you exit into the waiting area, and talk to the little girl again, only to find out that ...

+++++  
NAME: WARLOCK (Niedel Arena - Waiting Room)  
Level: 55  
Steal: Recover Fruit  
Drop: Strengthen Fruit

\*Rare Drop >MEOW FANG< is a battle specific drop in Niedel Arena Waiting area.

With your other character back, this fight is a joke. Warlock has paralyze wind, but trust me, he won't use it. Just kill him.

+++++  
Rest up and save at the inn, then head for the skyport. Pick Alatos from the list.

<>=====//-----//=====<>

/// ALATOS [PAST] ///

<>=====//-----//=====<>

Go into ...

\*=====\*

| AZENDA HIGHLANDS [PAST] <C9065>|

\*=====\*

+++++

NAME: SUPER HEMO-JI x2 (Azenda Highlands)

Level: 56

Steal: Power Jelly

Drop: Nettle

NAME: SWORD EATER x2 (Azenda Highlands)

Level: 56

Steal: Strengthen Fruit

Drop: Attack Bottle

\*Rare Drop >FLAMESNAKE WHIP< is a battle specific drop in Azenda Highlands.

Definitely take out the Hemo-Ji's first, they have paralyze wind and poison wind, not to mention they can turn you into a Hemo.

+++++

Go to Gazella

\*=====\*

| GAZELLA [PAST] <C9066>|

\*=====\*

=====

HOW TO MOVE THE GOLEM

=====

-Stand just outside the inn and walk south to see a man standing in front of a white tent/tarp. Talk to him and he mentions the magician at the inn.

-Enter the inn and enter the northeast room. Talk to the man in bed.

-Go to the bar next. Talk to the guy sitting on the second table north of the entrance. Talk to him twice.

-Enter the building that is south of the Inn. Talk to the Doc and he'll give you some medicine for the old man.

-Enter the inn again and talk to the old man. Then leave.

-Enter the Shop and talk to the man with the green backpack. Say "Yes" to buy the necklace.

-Go back to the inn to talk to the old man.

The Golem in Azenda Highlands is now gone, so return there. Fight through the same battle as earlier then enter the cave that the Golem was blocking earlier.

Afterwards go to the skyport and select Zariban as our next destination

<>=====//-----//=====<>

/// ZARIBAN [PAST] ///

<>=====//-----//=====<>

Enter Elzark

```
=====
| ELZARK [PAST] <C9067>|
=====
```

Go to the guild, this will be followed by some scenes. After they are done, our next destination will be the Saryu Tribe Ruins, feel free to rest up if didn't do so yet.

```
=====
| SARYU TRIBE RUINS [PAST] <C9068>|
=====
```

After the scene there is a battle

+++++

NAME: ARK GHOUL x3 (Saryu Tribe Ruins)

Level: 57

Steal: None

Drop: None

NAME: DWARF x4 (Saryu Tribe Ruins)

Level: 57

Steal: Cheer Nettle

Drop: Recover Fruit

\*Rare Drop >IRON BEAK< is a battle specific drop in Saryu Tribe Ruins.

The Ark Ghouls have a dust rain skill that has long range (straight line about 4 spaces long), that's the only skill i saw them use despite how many times i fought them with kukuru and Shu. Since lieza's not with me i cant search them, but they tend to attack physically anyways. The Dwarves charge skill is their only threat.

+++++

Next place is the Water Shrine

```
=====
| WATER SHRINE [PAST] <C9069>|
=====
```

After the scene there is a battle

+++++

NAME: GOLEM MASTER (Water Shrine)

Level: 59

Steal: Recover Fruit

Drop: Nuru-Nuru

NAME: IRON GOLEM x6 (Water Shrine)

Level: 59

Steal: Recover Fruit

Drop: Bitter Leaf

\*Rare Drop >GOLD BEAK< is a battle specific drop in Water Shrine.

This is an easy battle, the golem master is pathetic and the golems only have 37 atk.

+++++

That's it, once the scenes are over head back to Seirya

<>=====//-----//=====<>  
/// SEIRYA [PAST] ///

Enter Palencia and Kukururu will teleport us.

\*=====\*

| TOUVIL [PAST] <C9070>|

Head into the Ancient Shrine

-----  
LOCATION: ANCIENT SHRINE (SABATICO SHRINE PAST)  
-----

+++++  
NAME: KOBOLD x4 (Ancient Shrine)  
Level: 60  
Steal: Herb  
Drop: Herb

\*Rare Drop >MEOW FANG< is a battle specific drop in Ancient Shrine.

\*Feel free to Un-Equip Kukururu before you kill the last Kobold. That way you get to keep her stuff.

These guys aren't too tough, they can reduce your speed though.

+++++  
After the fight we'll be back in the present.

<>=====//-----//=====<>  
/// SEIRYA ///

\*Save in Sabatico Shrine, because you wont get a chance after, since we are heading directly to our next location.

When you are ready, head to the silver noah.

Arc will recommend splitting up the group, for reference here are my groups:

ARC'S PARTY (NORTH)  
-----

ARC -> Mandatory  
TOSH -> Paralyze attack + Power  
GRUGA -> Pole weapon can hit multiple targets  
SANIA -> Area attack skills + Sleep Wind  
SHANTE -> Healing + Resurrection

ELC'S PARTY (SOUTH)  
-----

ELC -> Mandatory  
SHU -> Machine Gun + Steals  
CHOKO -> No Explanation needed  
IGA -> Multi hitting physical skills  
LIEZA -> Healing + Search

\*=====\*

| SOUTH AND NORTH POLE TOWERS <C9071>|



```

*=====
\ ITEMS / ICELONG SWORD ICEGRIZZLE FANG METAL ARM /
/ \ REFRESHING SHOES STRENGTHEN FRUIT AMETHYST \
\ / GLACIER DAGGER PALO'S NUT ICE CHARM /
*=====

```

\*I'll be making note of when i unequip the unicorn horn in case you want to obtain rare drops in both towers. Arc's team will have the first battle.

\*Since i have Shu in my South Pole team, i'll be writing the North Pole Enemy steals in brackets to indicate what items they have.

After some scenes we gain control of Elc.

```

~~~~~                ~~~~~
SOUTH POLE TOWER
~~~~~

```

```

FLOOR 1

```

Go north and take the stairs

```

FLOOR 2

```

```

=====
SLIDING ICE PUZZLE 1
=====

```

South of you is an area full of ice, to get to the chest follow these directions:

- There is a large ice pillar on your right that is NOT on the ice. Stand just below it.
- Step south onto the ice to slide and stop almost right away.
- Step east and slide to the east wall.
- Step north and you will be just below the small ice pillar
- Now step west to slide to the chest
- Open the chest to obtain the >ICE GRIZZLE FANG<

Now to get to the grey sphere, I will give directions starting from the location you were at when you opened the chest.

- Step south
- Step west
- Step south
- Step west
- Step north

- Step west
- Step south
- Step west
- Step north
- Step east

Press X to activate the sphere and we'll be in control of Arc's team.

```

~~~~~                ~~~~~
NORTH POLE TOWER
~~~~~

```

```

FLOOR 1

```

-----

\*Equip the unicorn horn before taking the north stairs

Go north and take the stairs.

-----

FLOOR 2

-----

+++++

NAME: FROST GIANT x4 (North Tower)

Level: 91

Steal: NA [Slayer Heavy Suit]

Drop: Speed Bottle

NAME: ICE FLY x3 (North Tower)

Level: 91

Steal: NA [Recover Fruit]

Drop: Neba-Neba

\*Rare Drop >DARK BLADE< is a battle specific drop in North Pole Tower.

Be careful around the first giants, they have high attack power and they use clubs. The flies have a cold breath attack that can reduce your agility.

+++++

After the battle flip the switch on the north wall, then take the stairs to your south.

-----

FLOOR 3

-----

Flip the switch on the north wall, then return to the previous floor

-----

FLOOR 2

-----

Go north to find that a path has been revealed. Grab the chest containing >DRAGON SCALE<, then activate the grey sphere.

|       |                  |       |
|-------|------------------|-------|
| ~~~~~ | -----            | ~~~~~ |
|       | SOUTH POLE TOWER |       |
|       | -----            |       |

Back to Elc, equip one of your party members with the Unicorn horn, then go up the stairs to your south.

-----

FLOOR 3

-----

Lots of stairs, they all lead to the next floor. On the west wall there are 4 lined up in a column.

S

S

S

S -> take these ones

-----

FLOOR 4

-----

You'll arrive on the next floor and will automatically make the first move.

When you stop, then follow these steps:

-South  
-West  
-North  
-West

Then open the chest for an >ICELONG SWORD<. Step back onto the ice to be brought back to 3F

-----  
FLOOR 3  
-----

Back on this floor, on the north wall there are 4 lined up in a row.

^ = Take these stairs

S S S S  
          ^

-----  
FLOOR 4  
-----

You'll arrive on the next floor and will automatically make the first move. When you stop, go east for a battle.

+++++  
NAME: ICE DEVIL x4 (South Tower)  
Level: 91  
Steal: Magic Apple  
Drop: Spirit Seed

NAME: BLUE PHANTOM x3 (South Tower)  
Level: 91  
Steal: Blue Jewelry  
Drop: Blue Jewelry

\*Rare Drop >DARK BLADE< is a battle specific drop in South Pole Tower.  
[seriously, you'd think they would have different rare drops being on opposite sides of the world and all].

The Blue phantoms can do some damage with diamond dust since they have pretty good MAG, so take them out first. The Ice Devils are easy and they start far to the east so you should get the blue phantoms out of the way before they come near you.

+++++

After the fight, push the ice block in the southeast to the east and follow the path to another grey sphere. Activate it to switch to Arc.

~~~~~  
-----  
NORTH POLE TOWER  
-----  
~~~~~

Back to Arc, go up the stairs to your south.

-----  
FLOOR 3  
-----

Take the UP stairs on this floor

-----  
FLOOR 4  
-----

There are 3 Ice Blocks on the left of the screen.

B -> Push this Block

B  
B

Pushing the top one will activate the grey sphere. [the other 2 just cause battles].

```
~~~~~  
-----  
SOUTH POLE TOWER  
-----  
~~~~~
```

Back to Elc, go back around to the west side of this screen and take ANY set of stairs to return to 3F.

-----  
FLOOR 3  
-----

S  
S  
S  
S -> take these stairs again

-----  
FLOOR 4  
-----

You'll automatically move east, when you stop follow these directions:

-South to the wall  
-East to the wall  
-North  
-East  
-South up the stairs

-----  
FLOOR 5  
-----

Once you arrive on this floor don't move, the directions to the chest will be from your starting location [if you moved and don't remember where you started, just go back to the last floor and re-enter this floor]:

=====  
SLIDING ICE PUZZLE 2  
=====

-North  
-West  
-North  
-East

-North  
-East  
-North  
-East

-North -> you should be off the ice now  
-Take 1 step east  
-South onto the ice  
-East to the chest

Open the chest for a >FREY'S HEADDRESS<. Now to continue, the directions will be from this chest.

-West  
-North  
-Walk west  
-South  
-Walk west and activate the grey sphere [note - going past the stairs and to the southwest portion of this room just leads to a battle, so ignore it]

~~~~~  
-----  
NORTH POLE TOWER  
-----  
~~~~~

Back to Arc's party, you'll be in front of the ice block, so just go south now and up the stairs.

-----  
FLOOR 5  
-----

+++++  
NAME: FROST GIANT x4 (North Tower)  
Level: 93  
Steal: NA [Slayer Heavy Suit]  
Drop: Speed Bottle

NAME: ICE FLY x3 (North Tower)  
Level: 93  
Steal: NA [Recover Fruit]  
Drop: Neba-Neba

\*Rare Drop >DARK BLADE< is a battle specific drop in North Pole Tower.

Be careful around the first giants, they have high attack power and they use clubs. The flies have a cold breath attack that can reduce your agility.  
+++++

After the fight open the chests for an >AMETHYST< and >METAL ARM<. Then take the UP stairs.

-----  
FLOOR 6  
-----

Go east and open the chest containing >REFRESHING SHOES<. Then follow the path around to the UP stairs.

-----  
FLOOR 7  
-----

+++++  
NAME: FROST GIANT x4 (North Tower)  
Level: 94  
Steal: NA [Slayer Heavy Suit]  
Drop: Speed Bottle

NAME: ICE FLY x3 (North Tower)  
Level: 94  
Steal: NA [Recover Fruit]  
Drop: Neba-Neba

\*Rare Drop >DARK BLADE< is a battle specific drop in North Pole Tower.

The flies will come to you over the gap, so you may as well take them out first, then head for the giants. The frost giants are starting to get annoying with all their blocking (which increase depending on level difference).

+++++

Take the UP stairs now.

-----  
FLOOR 8  
-----

Upon entering this floor you will take a step south, so you'll be just below the stairs. Take 1 more step south, then go west through a secret passage. You will arrive in a 2 square space, take 1 step west, then go south through another secret passage. Move around (south, west, south, west) until you reach the chest containing an >ICE CHARM<.

Now return to that 2 square space in the center of the room, and go straight west, then activate the grey sphere.

~~~~~  
SOUTH POLE TOWER  
~~~~~

Back to Elc, equip the unicorn horn and take the UP stairs.

-----  
FLOOR 6  
-----

+++++

NAME: ICE DEVIL x4 (South Tower)  
Level: 93  
Steal: Magic Apple  
Drop: Spirit Seed

NAME: BLUE PHANTOM x3 (South Tower)  
Level: 93  
Steal: Blue Jewelry  
Drop: Blue Jewelry

\*Rare Drop >DARK BLADE< is a battle specific drop in South Pole Tower.

Take out the 3 ice devils to your east before the enemies to the south reach you.

+++++

After the fight, pick up the chest with the >STRENGTHEN FRUIT<, then take the UP stairs.

-----  
FLOOR 7  
-----

+++++

NAME: ICE DEVIL x4 (South Tower)  
Level: 94  
Steal: Magic Apple  
Drop: Spirit Seed

NAME: BLUE PHANTOM x3 (South Tower)  
Level: 94  
Steal: Blue Jewelry  
Drop: Blue Jewelry

\*Rare Drop >DARK BLADE< is a battle specific drop in South Pole Tower.

Take out the 3 ice devils to your south before the enemies to the north reach you.

+++++

After the fight, take the UP stairs.

-----  
FLOOR 8  
-----

Stand 2 spaces south of the stairs, then go west through a secret passage to find 2 chests containing >GLACIER DAGGER< and a >PALO'S NUT<. Return and go south and around to activate the grey sphere.

~~~~~  
NORTH POLE TOWER  
~~~~~

Back to Arc, go to the east side of the room, then south. Use the Healing Point, equip the Unicorn Horn, and make sure you are prepared for a boss fight coming up, then take the stairs.

-----  
FLOOR 9 - TOP FLOOR  
-----

+++++  
NAME: ANDEL - BOSS (North Tower)  
Level: 97  
Steal: None  
Drop: None

NAME: GIANT LIZARD x6 (North Tower)  
Level: 95  
Steal: NA [Strengthen Fruit]  
Drop: Bitter Leaf

\*No Rare Drop

Andel can use Rob Mind (level 2) and suck approx 100MP for everyone. He'll most likely get the first move, and if he uses this spell it will only hit your top 3 characters in your formation, so my healer was spared. I couldn't get weak enemy to land on him, but my Sania did put him to sleep with sleep wind.

The lizards are actually pretty strong. Atk 56 and Def 66. They have a skill that hits all surrounding tiles, and can also make themselves invisible. Casting silent on them isn't a bad idea. But the most annoying thing will be how often they block/evade your physical attacks.

You have to beat all the enemies even after killing Andel, but i still recommend going after Andel first, since if you attempt to go after the lizards, Andel will reach you quickly due to his long movement range. Spread out and attack him so he can't syphon all you MP away, consider keeping your healer away from him while the other 4 members fight, because you'll definitely need the healer's MP for the lizards after.

+++++

After some scenes, we'll be back in Sabatico Shrine. Before we continue with the story there are some things that we can finish.

                  \*                  \*                  \*  
                  \                  |                  /  
                  \                  |                  /  
\*----- QUESTING THROUGH THE SKIES -----\*      <C9072>  
                  /                  |                  \  
                  /                  |                  \  
                  PART 3





will refer you to Ajarl's Guild in Millmana for the Super Job.

Head for Millmana. "Yes we are the mighty hunters from Indigos" :)

[Job57] - RETURN THE SEA DRAGON'S EGG

~~~~~ Job57 - RETURN THE SEA DRAGON'S EGG ~~~~~

REWARD: 4000G

MERITS: 30

JOB POSTED: Ajarl (Millmana)

JOB LOCATION: Ajarl Inn / Yagos Isle

AVAILABLE: After defeating Andel at North Tower

WHEN TO COMPLETE: Before going to Romalia

BEST OUTCOME: Return the egg to its nesting ground; DONT give it to the scientist

Go talk to the client in Ajarl Inn and talk to the guy in green. Then go to Yagos Isle and talk to Vilmer. Afterwards get on your silver noah and Re-ENTER Yagos Isle from the world map. The Submarine will be just south of Yudo Village.

Enter the submarine and approach the controls to the north. Select "Yes" to start up the submarine.

Elc takes the controls. I tried a bunch of methods and got "Game Over" a bunch, so follow these to get to the shrine:

-Dive

-Dive

-(Ally's converse)

-Dive

-(Ally's Converse)

-Dive

-(Ally's Converse)

-I Don't Care

-(Ally's Converse/Enemy Passes over us)

-Surface

-Advance

-Dive

-Dive

-(Ally's Converse)

-I Don't Care

-(Ally's Converse)

And we made it to the Shrine, so pick your party and enter ....

```
=====
| DEEP SEA SHRINE |
=====
```

Go North

>>Next Screen

Go North

>>Next Screen

You will hear a voice, then the gate to the north opens, so head on through.

>>Next Screen

In here you will run into a scientist; Choose:

- "Ask for a reason",

then

- "Keep the egg"

+++++

NAME: FLESH GOLEM (Deep Sea Shrine)

Level: 120

Steal: Magic Apple

Drop: Yellow Powder

NAME: GOLDEN SLIME x2 (Deep Sea Shrine)

Level: 102

Steal: Green Jewelry

Drop: Green Jewelry

NAME: SLIME BOMBER x2 (Deep Sea Shrine)

Level: 98

Steal: Bomb

Drop: Bomb

\*No Rare Drop (Another Unique place with nothing to give).

Take out the slime bombers first since they can cast death. Then take out the golden slimes since they can heal. Shu's Speed Up will be very useful when taking on high level enemies.

+++++

Take the stairs that appear

>>Next Screen

+++++

NAME: FLESH GOLEM (Deep Sea Shrine)

Level: 100

Steal: Magic Apple

Drop: Yellow Powder

NAME: DARK SLIME x4 (Deep Sea Shrine)

Level: 98

Steal: Magic Apple

Drop: Recover Fruit

\*No Rare Drop (Another Unique place with nothing to give).

Take out the dark slimes first since they can hit multiple people with dark breath. Then work on the golems, the layout of the room makes this difficult.

+++++

Take the stairs down again

>>Next Screen

You run into the scientist again; Choose:

- "No"

+++++

NAME: EARTH GIANT (Deep Sea Shrine)

Level: 110

Steal: Bronze Guard

Drop: Strengthen Fruit

NAME: SLIME BOMBER x3 (Deep Sea Shrine)

Level: 102

Steal: Bomb

Drop: Bomb

NAME: FREEZY x2 (Deep Sea Shrine)  
Level: 102  
Steal: Power Jelly  
Drop: Herb

\*No Rare Drop (Another Unique place with nothing to give).

Whoever gets the first move (Shu for me), move him south so the slimes don't clog that path (note you cant enter the water), then have him cast speed up on everyone. Fight off the Freezy's and Slime Bombers quickly, priority goes to the freesy's first cause they have 2 breath attacks, Cold - Lower your speed, Mesmerize - Sleep. The slime bombers will be in the water and thus cant attack physically, this may lead to them using their death attack. The other enemies are not as difficult; once the 2 slimes (mentioned above) are gone, the battle becomes much easier.

We're done so exit this place. Go collect your bounty (required?), then return to the submarine.

>>>>>>>>>>> 5) THE ULTIMATE POWER UNIT - DEEP SEA SHRINE <<<<<< [C9072-5]

\*Buy some recover items just to be safe (3-4 should do)

Re-enter the submarine, and when you start it up, you will be asked a question:

Where to?

- Shine Front
- East Shrine -> Choose this

**\*\*Now make sure DIEKBECK is in the party, and also bring someone who can heal.**

```

=====
| DEEP SEA SHRINE (EAST) |
=====
\ ITEMS / POWER UNIT 19!!! /
=====

```

Whoever tries to open the west gate will be "ripped on" (ie insulted). Make Diekbeck the on-screen character so he can open the gate.

\*\*For the first 2 battle don't use any MP with Diekbeck, because he'll be fighting alone 3 battle in a row afterwards.

NAME: EARTH GIANT (Deep Sea Shrine - East)  
Level: 108  
Steal: Bronze Guard  
Drop: Strengthen Fruit

```
NAME: CAM-6 x5 (Deep Sea Shrine - East)
Level: 102
Steal: None
```

Drop: Tommy Gun

\*No Rare Drop

The CAM-6 are pretty strong. They have 66ATK and use Tommy Guns (one of the strongest guns). If you took my advice and brought a healer, then it shouldn't be too difficult (especially if she's got the romancing stone ... \*evil laugh\* ).

+++++

Go north next

>>Next Screen

After the voice opens the gate, head east through it.

>>Next Screen

+++++

NAME: FLESH GOLEM (Deep Sea Shrine - East)

Level: 108

Steal: Bronze Guard

Drop: Strengthen Fruit

NAME: CAM-6 x3(Deep Sea Shrine - East)

Level: 103

Steal: None

Drop: Tommy Gun

\*No Rare Drop

\*[Make sure Diekbeck is healed to full before this battle ends, or if you have healing items in your inventory, then heal him before proceeding to the next room.]

The CAM-6 are pretty strong. They have 66ATK and use Tommy Guns (one of the strongest guns). If you took my advice and brought a healer, then it shouldn't be too difficult (especially if she's got the romancing stone ... \*evil laugh\* ).

+++++

Head north

>>Next Screen

Choose "Yes" and Diekbeck will be teleported to a new room

>>Next Screen

+++++

NAME: FREEZY x6(Deep Sea Shrine - East)

Level: 50

Steal: NA

Drop: Herb

\*No Rare Drop

If you have the Diek Gun G, the equip that, it will help since he can attack from 2 spaces away and avoid counterattacks. On his first turn move to the far east or west wall and cast Happy Beam. You should have 2 freezy's surround you; on the next turn cast invinsible, and counter those 2 enemies to death. Continue the same strategy throughout the fight.

+++++

Next fight ...

+++++

NAME: FIRE GOLEM x2(Deep Sea Shrine - East)

Level: 50  
Steal: NA  
Drop: Herb

NAME: FIRE GOLEM x2(Deep Sea Shrine - East)  
Level: 48  
Steal: NA  
Drop: Herb

\*No Rare Drop

If you have the Diek Gun G, then equip that, it will help since he can attack from 2 spaces away and avoid counterattacks. On his first turn move to the far east or west wall and cast Happy Beam. Invisible won't be effective here since the fire golems have clubs thus avoiding counterattack. Divine Judgement did 106 damage to the golem from behind, a physical attack (gun) did 156 damage from behind. If you find that they are evading you attacks too often, then wait for them to group together and unleash Divine Judgement.

The best thing to do, is use Dieks long movement range to constantly move away from the enemies and attack them 1 or 2 at a time. Don't let them all get in attack range.

Also, the lower they are on HP the more often they seem to evade/block, so finish them off with a level 1 divine judgement when they get below 90HP.  
+++++

Next fight ... (HP remaining 194/375)

+++++  
NAME: FLESH GOLEM x2(Deep Sea Shrine - East)  
Level: 52  
Steal: NA  
Drop: Strengthen Fruit

NAME: CAA-5 x2(Deep Sea Shrine - East)  
Level: 50  
Steal: NA  
Drop: Tommy Gun

\*No Rare Drop

Go to the northeast corner for this fight, that way only 2 enemies can attack you at a time. Cast Happy Beam on your first turn (after moving of course), then wait for the enemies to come to you. Keep invisible up until all 4 enemies are in range of Divine Judgement level 2. It won't take more then 2 of these to kill them all.  
+++++

Afterwards, take the south stairs.

>>Next Screen

Exit west

>>Next Screen

Exit South

>>Next Screen

Take the stairs in the south

>>Next Screen

Use the Healing Point, then go through the north door.

+++++

\*Just a reminder that these floors are ONLY available if you have converted a save from Arc the Lad 1 WITH CHOKO in your party. In other words, you MUST have obtained her in Arc1 and converted.

\*=====\*

| FORBIDDEN RUIN DEPTHS |

\*=====\*

Enter the forbidden ruins, and go to the secret entrance. If you don't recall, it's just to the east of where you entered, just walk through the wall.

Once you arrive on floor 50, you should notice that the throne is now empty, so go up to it and press X to reveal a secret staircase.

\* Strengthen Fruit obtained on floor 61 is different from the ones you can buy, it heals 190HP, while the store bough ones heal 160HP.

\* Full Power Fruit obtained on floor 64 is different from the ones you've seen before, this one will increase your level by 2 instead of 1.

Battle Specific drops for the remainder of this dungeon is as follows:

\*Thanks to MadJak91 for this info

Floor 51 through Floor 70 -> >EARTH SLICER<

|    |                                     |                   |
|----|-------------------------------------|-------------------|
| 51 | GREEN SLIME X6                      | EARTH SLICER      |
| 52 | GOLEM MASTER<br>IRON GOLEM X2       | MAGIC APPLE       |
| 53 | GOLEM MASTER X3<br>IRON GOLEM X6    | SHINEKNIFE        |
| 54 | MANEATER X6                         | SAPPHIRE          |
| 55 | ACID SLIME X6                       | REVIVAL DUST      |
| 56 | ACID SLIME X4<br>POISON IVY X2      | UNFIRE            |
| 57 | POISON IVY X4<br>BEAST MASTER X2    | CAPE              |
| 58 | BEAST MASTER X4<br>FROST GIANT X4   | MYSTIC CARD       |
| 59 | LIFESUCKER X3<br>FROST GIANT X3     | BLOOD BOMB        |
| 60 | [HEALING STATUE]<br>[ESCAPE STATUE] | BLOOD TANZANITE   |
| 61 | PIEROTT X3<br>LIFESUCKER X3         | STRENGTHEN FRUIT* |
| 62 | DARK SLIME X4<br>PIEROTT X3         | MYSTIC DRESS      |
| 63 | DARK SLIME X4<br>EARTH GIANT X3     | BLOOD BOMB        |
| 64 | ARMOR EATER X4<br>GEPETTOH X 2      | FULL POWER FRUIT* |
| 65 | GEPETTOH X4<br>EARTH GIANT X4       | CRYSTAL ROD       |
| 66 | SLIME BOMBER<br>EARTH GIANT X6      | AX BOMBER         |

|    |                  |            |
|----|------------------|------------|
| 67 | SLIME BOMBER     | SLAYER     |
|    | SWORD EATER X6   |            |
| 68 | SWORD EATER X3   | DIEK NAIL  |
|    | FLESH GOLEM X3   |            |
| 69 | GOLDEN SLIME X8  | GREAT ITEM |
| 70 | [HEALING STATUE] | RUNE AX    |
|    | [ESCAPE STATUE]  |            |

On floor 71, there will be a scene between Choko and Akura followed by a battle

+++++

NAME: AKURA - BOSS (Forbidden Ruin Depths Floor 71)

Level: Choko's level + 4

Steal: None

Drop: None

NAME: SKELETON LORD x2 (Forbidden Ruin Depths Floor 71)

Level: 52

Steal: Recover Fruit

Drop: Cheer Nettle

NAME: RAZOR KNIGHT x2 (Forbidden Ruin Depths Floor 71)

Level: 52

Steal: Cheer Nettle

Drop: Revival Dust

NAME: GHOST KNIGHT (Forbidden Ruin Depths Floor 71)

Level: 52

Steal: Cheer Nettle

Drop: Magic Apple

NAME: SOUL KNIGHT (Forbidden Ruin Depths Floor 71)

Level: 52

Steal: Cheer Nettle

Drop: Strengthen Fruit

\*No Rare Drop [once again a unique place with no drop]

Note - you can't access the north part of the map, i tried with Gogen's level 3 teleport and the only place to land is where the skeleton of the king is, and the game tells you that you cannot land there. So if you were curious as to whether or not there was a chest behind the trees, there isn't.

You don't have to fight Akura in this battle, simply killing all the other enemies will end the fight. If you're worried about choko during this time, bring gogen into the fight and teleport him to where choko is, then teleport him back (with choko next to him). Akura can't fly over the water.

+++++

Afterwards there will be a scene and you fight Akura again.

+++++

NAME: AKURA - BOSS (Forbidden Ruin Depths Floor 71)

Level: Choko's level + 4

Steal: None

Drop: None

\*No Rare Drop [once again a unique place with no drop]

Much easier then last battle since we all have easy access to Akura, just kill her and watch the scenes.

+++++



After the fight, grab the chests containing >REVIVAL DUST< and a >YELLOW RIBBON<, [if you can't get them for some reason, then just return to the previous floor (70), then go back up to floor 71, you should be able to get them now, this is what happened to me].

When you are ready, step on the center of the black platform where the king was and you'll be asked if you want to exit the dungeon, if you are ready then select "yes".

Ok so for those of you who are confused (like I was), to get her into her Akura form you need to get into battle and use the "Stimulant" skill, this will change her back and forth between the 2 forms. Whatever form you end a battle with, is the form you stay (until stimulant is used again). This is convenient so you don't always have to waste a turn every battle using stimulant. Just pick the form you want a have fun.

\*See Character Section for the difference in Choko's and Akura's stats.

Back to the story...

Head for ....

```
<>=====//-----//=====<>
 /// ROMALIA ///
<>=====//-----//=====<>
```

Enter Houfion for a scene

```
=====
| HOUFION <C9073>|
=====
```

A battle will begin.

\*If you are somewhat of a completionist and you haven't obtained the rare ninja monster, then bring Lieza into the fight and try to Ravish one of the Ninja's in this battle.

```
+++++
NAME: WEREJACKAL x4 (Houfion Street)
Level: 97
Steal: Cheer Nettle
Drop: Speed Bottle
```

```
NAME: NINJA MASTER x2 (Houfion Street)
Level: 98
Steal: Recover Fruit
Drop: Cheer Nettle
```

\*Rare Drop >TRI-SHOT< is a battle specific drop on Houfion Street.

The ninja masters are dangerous, use your first turn to buff your party with speed up and strike power. The close proximity means you'll have to deal with everyone at once. Despite the ninja's level 2 area attack (bomb shuriken) i still recommend staying together for healing purposes.

```
+++++
```

Head east towards the bar for a scene and another fight

```
+++++
NAME: WEREJACKAL x4 (Houfion Street)
Level: 97
Steal: Cheer Nettle
Drop: Speed Bottle
```

NAME: NINJA MASTER x2 (Houfion Street)  
Level: 98  
Steal: Recover Fruit  
Drop: Cheer Nettle

\*Rare Drop >TRI-SHOT< is a battle specific drop on Houfion Street.

Exact same battle.

+++++

\*After the fight, you may want to save at the inn, since the next fight has a unique rare drop.

Enter the bar and talk to the red haired boy with either Tosh or Shu.  
Afterwards follow Danny back to the resistance base. After some more scenes you will have yet another fight.

+++++

NAME: PA-100 x3 (Resistance Base)  
Level: 100  
Steal: None  
Drop: Machine Gun

NAME: SA-100 x3 (Resistance Base)  
Level: 100  
Steal: None  
Drop: Sub-Machine Gun

\*Rare Drop >IZUNA< is a battle specific drop in the Resistance Base (post N/S Towers).

Again you're in a confined area, so spam high level skills to hit all of them if possible.

+++++

Save/Heal and head for Romalia Tunnel

```
*=====
| ROMALIA TUNNEL <C9074>|
*=====
```

+++++

NAME: EARTH GIANT x7 (Romalia Tunnel)  
Level: 101  
Steal: Bronze Guard  
Drop: Strengthen Fruit

NAME: DARK MAGE x7 (Romalia Tunnel)  
Level: 101  
Steal: Recover Fruit  
Drop: Cure-All

\*No Rare Drop, No Steal, No Drop - This battle is glitched imo.

You have to hold out for 10 turns. You start with 14 enemies and they just keep respawning on the west side of the screen as they are killed. Dark mages are a priority since they can cast death at LEVEL 2! Earth Giants have high attack but can only hit 1 member at a time since they use fist weapons.

+++++

After the glitched battle we have ....

```

***** WARNING!! WARNING!! *****

```

Retrun to Houfion and go to the Guild to accept the FINAL JOB of the game. You MUST DO THIS NOW or it will be MISSED FOREVER!!

[Job58] - DELIVER THE CHARM

~~~~~ Job58 - DELIVER THE CHARM ~~~~~

REWARD: 2000G

MERITS: 6

JOB POSTED: Houfion

JOB LOCATION: Houfion Shop then Romalia Tunnel/Town

AVAILABLE: After the 10 Turn stall fight in Romalia Tunnel

WHEN TO COMPLETE: There is a small window of opportunity to accept this job;

IMMEDIATELY after the 10 Turn stall fight in Romalia Tunnel, go back to Houfion and accept/start the job.

BEST OUTCOME: Deliver the Charm to the clients son.

Once you accept the job enter the shop and talk to the lady to the right of the entrance (Red Hair). Once you've talked to her, you can now continue, so head back to romalia tunnel.

```
=====
| ROMALIA TUNNEL/TOWN <C9075>|
=====
\ ITEMS / DEATH ROSARY GARNET POWER NUT /
/ \ BLOOD BOMB TOWER GUARD FORCE STAFF \
\ / CRAZY FACE DARKWONDER CARD BOOK OF CRAVIS +3 /
/ \ STRENGTHEN FRUIT PALO'S NUT MUSE \
\ / LIFE STEALER EMBLEM OF TERY /
=====
```

Enter Romalia Tunnel and go west on the first screen, then choose your party. Most of my party is high in levels (80+), so i'm going to mix it up a bit and use a variet of other characters i don't normally use. I do recommend bringing either extra revival dusts or someone who can use resurrection.

For reference my party members are:

Shu - For the sake of the guide (Stealing) (Level 97)

Fu-jin - for fun (Level 42)

Leiza - For the sake of the guide (Searching) (Level 77)

Rai-Jin - for fun (Level 43)

Paundit - Fully upgraded Meow Fang :) (Level 64)

\*I don't recommend playing around with your party in this stage of the game, so make sure to come with strong, high level characters. Remember, being lower level cause you to miss/be blocked more often when physically attacking.

We immediately start with a battle

```
+++++
NAME: DARK MAGE x2 (Romalia Tunnel)
Level: 102
Steal: Recover Fruit
Drop: Cure-All
```

```
NAME: DRUID x2 (Romalia Tunnel)
Level: 102
Steal: Magic Apple
Drop: Tem's Grass
```

```
NAME: SOUL KNIGHT x2 (Romalia Tunnel)
Level: 102
Steal: Cheer Nettle
Drop: Strengthen Fruit
```

\*No Rare Drop

Note - Druid's are pretty cool so catch one if you've got space, they have 60 MAG and fortunately for us at this time, they have no attack skills.

Soul knights and dark mages can use death, so kill them quickly, then work on the druids.

+++++

Afterwards go up the stairs in the north

+++++

NAME: ZOMBIE MASTER x3 (Romalia Castle Wall)

Level: 103

Steal: Shadow Mask

Drop: Revival Dust

NAME: EVIL BAT x3 (Romalia Castle Wall)

Level: 103

Steal: Refreshing Grass

Drop: Bitter Leaf

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia castle wall.

Evil bats are nothing special, but the zombie masters know death so get rid of them quickly, they also have around 60 atk and def.

+++++

Take the ladder in the northeast.

+++++

NAME: TYPE-A CLONE x2(Romalia Castle Wall)

Level: 98

Steal: None

Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia castle wall.

These guys have a 2 square attack range (like spears)

Death Crash (Level 3 Dark Elem) hits 1 person and can cause the dark status.

Death Spark (Level 2 Fire Elem) has a attack range similar to Shu's Random Attack (ie it centers on the caster, then expands outward depending on the skills level). Despite the skill description, it doesn't cast darkness.

Both skills are magic based and caused similar damage to all my characters regardless of their level (approx 75-90 damage).

+++++

After the fight, take the northeast exit.

After some scenes, run north through the streets of Romalia.

>>Next Screen

Fight

+++++

NAME: ARCH MAGE x3 (Romalia - streets)

Level: 104

Steal: Cure-All

Drop: Mint

NAME: DEATH LIZARD x4 (Romalia - streets)

Level: 104

Steal: Recover Fruit

Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Death lizards have very high defense and a pretty decent atk as well. However, you should definitely kill the mages first, since they have level 1 sleep wind and level 2 poison wind. But seeing as how the mages start farther away, do what you can to weaken the lizards (magic works well on them).

+++++

Go north

>>Next Screen

North

>>Next Screen

Start walking north and you'll be surrounded.

+++++

NAME: ARCH MAGE x3 (Romalia - streets)

Level: 104

Steal: Cure-All

Drop: Mint

NAME: DEATH LIZARD x4 (Romalia - streets)

Level: 104

Steal: Recover Fruit

Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Same battle but this time it's easier since both enemies start far away. The mages are slightly closer and recommended for early dispatching so go up to kill them, and let the lizards make their way north. However cast speed up first and spread out your party on your way north, the mages are powerful, 1 sleep wind attack did 150 damage to my level 99 Shu, use Destruction to lower their magic by about 26%.

+++++

Go north

>>Next Screen

A scene will occur here then another battle

+++++

NAME: ARCH MAGE x4 (Romalia - streets)

Level: 104

Steal: Cure-All

Drop: Mint

NAME: DEATH LIZARD x3 (Romalia - streets)

Level: 104

Steal: Recover Fruit

Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Be careful here, the mages can attack on their first turn, so if you do move before them, spread out, if the same person gets hit by 2 poison winds, they'll probably die. Same tactics apply from last battle, but this time you can go all out since we'll be healing afterwards. There are 4 mages to the north of you, so buff yourself (speed up, strike up, etc) and weaken them with destruction to make things easier. Once they are gone you just need to wait for the lizards to reach you.

+++++

After the fight Danny will bring you into their secret base within Romalia, so rest up and save.

When you're ready, leave the base and go east.

>>Next Screen

Approach the door of the first house you see, and a battle will ensue. Skip the battle by moving a character into the house. [You may not be able to enter the house, because there may not be a blue square on the doorstep indicating that the character can move to that spot, just open the menu and close it again, and it should appear].

>>Next Screen

Inside the house, a battle will start.

+++++

NAME: GREAT GARGOYLE x3 (Romalia - House)

Level: 108

Steal: Recover Fruit

Drop: Cure-All

NAME: DRUID x2 (Romalia - House)

Level: 108

Steal: Magic Apple

Drop: Tem's Grass

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Again, the druids are no treat, focus on the gargoyles since they have strong physicals and can suck your MP dry with mind buster.

+++++

After the fight enter the northwest room and grab the chest containing a

>GARNET<, then exit the house and fight the battle we skipped.

+++++

NAME: ARCH MAGE x3 (Romalia - streets)

Level: 105

Steal: Cure-All

Drop: Mint

NAME: DEATH LIZARD x4 (Romalia - streets)

Level: 105

Steal: Recover Fruit

Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Fighting this battle after exiting the house will have the mages appear to your immediate left. I found that, if you get the first move, placing a character as close to the mages as possible will force them to attack him physically, potentially avoiding their strong magic attacks. Even if they do use magic, they will only target that one character rather than the whole group.

+++++

After the fight, go east and north.

>>Next Screen

North

>>Next Screen

Go into the first house

+++++  
NAME: GREAT GARGOYLE x3 (Romalia - House)  
Level: 107  
Steal: Recover Fruit  
Drop: Cure-All

NAME: DRUID x2 (Romalia - House)  
Level: 107  
Steal: Magic Apple  
Drop: Tem's Grass

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Again, the druids are no treat, focus on the gargoyles since they have strong physicals and can suck your MP dry with mind buster.

+++++

Go up the stairs in the northeast and open the chest containing >DEATH ROSARY< and then flip the switch(1) to the west, then exit the house and go west.

>>Next Screen

Examine one of the monsters twice and a battle will start.

+++++  
NAME: DEATH LIZARD x4 (Romalia - streets)  
Level: 105  
Steal: Recover Fruit  
Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

On your first turn move your characters so that they are 2 squares east of the bridge, this will cause the enemies to come near you but still be too far away to attack. Now kill them.

+++++

Go west

>>Next Screen

Continue west until you see a switch(2) on the north wall (just west of the baracade). We now have a short cut back to our base, so if you want to back and heal follow these directions.

- From switch(2) move east a bit to the intersection
- Move south to the next screen
- Move south to the next screen
- Move south a bit, then east into the base

Once you are ready, head back to where switch(2) was, by following the "opposite" directions of the one's i gave above.

From switch(2) head west.

>>Next Screen

Fight

NOTE - don't bother entering the house to skip the battle. If you do this then fight the battle outside the house afterwards like we did last time, it wont change the enemy formation, so you may as well just fight this battle right now.

+++++  
NAME: ARCH MAGE x3 (Romalia - streets)  
Level: 106

Steal: Cure-All  
Drop: Mint

NAME: DEATH LIZARD x4 (Romalia - streets)  
Level: 106  
Steal: Recover Fruit  
Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

This can be difficult since you face off against the lizards first and the mages (being farther back) will most likely use their powerful spells. Feel free to use up your MP as much as you need in this battle since we have just recently opened a short cut to the base remember :).

+++++

After the fight, ignore the house and go west first to reach the Underpass Entrance

>>Next Screen

Enter the open door and go upstairs to loot the chests containing a >BLOOD BOMB< and a >POWER NUT<. Now exit this place and go back a screen to enter the house we just skipped.

>>Next Screen

Fight

+++++

NAME: GREAT GARGOYLE x3 (Romalia - House)  
Level: 108  
Steal: Recover Fruit  
Drop: Cure-All

NAME: DRUID x4 (Romalia - House)  
Level: 108  
Steal: Magic Apple  
Drop: Tem's Grass

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

Remember to make the gargoyles a priority.

+++++

After the fight, go north to the next room then take the northwest door to be outside in a back alley.

>>Next Screen

Flip the switch(3), then enter the house.

>>Next Screen

Talk to the man on the right 3 times and a battle starts.

+++++

NAME: GREAT GARGOYLE x4 (Romalia - House)  
Level: 107  
Steal: Recover Fruit  
Drop: Cure-All

NAME: DRUID x3 (Romalia - House)  
Level: 107  
Steal: Magic Apple  
Drop: Tem's Grass

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.



Again, there's no difference from the other fights with these guys, take out the gargoyles quick.

+++++

After the fight, take the stairs to the east and open the chests for >TOWER GUARD< and a >CRAZY FACE<. Go back down to the previous floor and take the door in the northwest now.

>>Next Screen

Go east (past the intersection).

>>Next Screen

Keep talking to one of the soldiers to start a fight.

+++++

NAME: ARCH MAGE x3 (Romalia - streets)

Level: 106

Steal: Cure-All

Drop: Mint

NAME: DEATH LIZARD x4 (Romalia - streets)

Level: 106

Steal: Recover Fruit

Drop: Recover Fruit

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

\*cool note, you can actually talk to you resistance ally during the fight

Close proximity fight. If you have most of your characters at a higher agility then the enemy then hit the mages hard on the first turn. If only 1 characters is faster (like in my case, Shu is the only one who goes before the mages), then don't move him on his turn (cast speed up if you want), then front mage will come towards you and the other 2 wont move because they have 0 jump and you are too far away for them to use magic. Having the 2 mages idle on their first turn makes the battle a lot easier. Since you can now attack them on your first turn.

+++++

After the fight enter the house the resistance member was standing in front of.

>>Next Screen

Enter the northeast room and flip the switch(4).

\*\*Flipping this switch has opened up the path to the resistance member that we need to give the CHARM to, remember our final job? So exit this house and go back WEST.

>>Next Screen

Go west to the intersection and take it south.

>>Next Screen

Just past the now opened baracade, we will find our guy just to the left. Talk to him to give him the CHARM and complete Job58, Congrats!! :D

Afterwards the guy walks south and apparently has the ability to walk through walls cause he disappears.

Return back to where the house was with switch(4) [North then east]. From this house go east.

>>Next Screen

Head all the way east on this screen until you see a door that you can enter [southeast part of screen].

>>Next Screen

Take the stairs in the northwest to the next floor, then take the stairs on this floor up to a room with a chest, open it for a >FORCE STAFF<. Exit this room to the southwest to arrive on the roof.

>>Next Screen

We fight some different enemies for once.

+++++

NAME: COCKATRICE x3 (Romalia - city roofs)

Level: 109

Steal: Cure-All

Drop: Nettle

NAME: HIPPOGRIFF x4 (Romalia - city roofs)

Level: 109

Steal: Speed Bottle

Drop: Cure-All

\*Rare Drop >FLAMEHAND AX< is a battle specific drop on romalia - roofs.

This can be a challenging battle. Position yourself so the enemy CANT attack you from mid-air (ie flying between houses), because they'll just sit there and spam attacks. So position yourself so they approach you and are ontop of the roof. [i prefer the house just east of where you start, since it has a path to 2 other roofs, and thus you wont find yourself cornered]

Now the hippogriffs are a physical threat, whereas the cockatrice are physical but also carry a level 2 Petro wind skill, so they are your first targets. Start buffing yourself and wait for the enemy to approach you, a good time to use your buffs such as speed up would be when the enemy reaches the wall baracade that is separating the 2 sets of colours houses, this way you won't waste MP having to recast your spells after they've inevitably run out.

+++++

After the fight find a path to the northwest and into the window on the roof.

>>Next Screen

Once inside take the ladder down

>>Next Screen

Grab the chest containing >DARKWONDER CARD<, then take the stairs in the northwest, down to the bottom floor, and exit the house.

>>Next Screen

Once outside, go west

>>Next Screen

After the scene we have another fight

+++++

NAME: SA-200 x3 (Romalia - streets)

Level: 110

Steal: None

Drop: Sub-Machine Gun

NAME: PA-200 x3 (Romalia - streets)

Level: 110  
Steal: None  
Drop: Machine Gun

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - streets/house.

The SA's are faster but weaker overall, so take them out before the PA's arrive. Not only do the PA's have higher attack and defense but they carry sub-machine guns, which can hit multiple members, so spread out while attacking the SA's in preparation for the PA's arrival.  
+++++

Afterwards watch the scene and go west through the gate the dummy left open. On the northern wall there is a switch(5) for you to flip. Then head into the open door in the northwest corner.

>>Next Screen

Open the chests in here for a >PALO'S NUT<, a >BOOK OF CRAVIS+3<, and a >STRENGTHEN FRUIT<.

\*Note this Strengthen Fruit is different from the store bought ones.

After looting the place, exit and follow these directions exactly to get back to our base to save and heal:

STARTING FROM SWITCH(5)'S LOCATION  
-----

NS = Next Screen

\*I'll be separating the directions to make it easier to follow

- East, NS, East (enter house), NS
- Keep climbing stairs to reach roof, follow path, enter the other house, NS
- Keep descending the stairs and exit the house
- West, NS, West, NS, go west to the intersection
- South, NS, South, NS, South, NS, South, NS
- South to the intersection, then East and into our BASE!!

Once inside rest up and save, then exit the house. Go back east to the intersection. We have 2 paths we can take to the castle.

PATH TO CASTLE A  
-----

-> From the intersection, just keep going north until you get there.

PATH TO CASTLE B (Recommended)  
-----

-> This path is longer but you get a few chests going this way. So start by going north 2 screens to reach the intersection, then head west 2 screens to reach the underpass entrance.

Watch the scene with Danny (who somehow beat us here??). Go through the gate to reach the sewers.

```
=====
```

|           |                |                |              |         |
|-----------|----------------|----------------|--------------|---------|
|           | ROMALIA SEWERS |                |              | <C9076> |
| *=====*   |                |                |              |         |
| \ ITEMS / | MUSE           | EMBLEM OF TERY | LIFE STEALER | /       |
| *=====*   |                |                |              |         |

Go north into the water, then west.

>>Next Screen

Just north of you is a switch(1) to shut off the steam to your west. Flip it then take the path north.

>>Next Screen

\*NOTE - i will be referring to this room as the BIG room.

+++++

NAME: SALAMANDER x4 (Romalia - Sewers)

Level: 109

Steal: Magic Apple

Drop: Strengthen Fruit

NAME: GHOST KNIGHT x3 (Romalia - Sewers)

Level: 109

Steal: Cheer Nettle

Drop: Magic Apple

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - sewers [im pretty sure the creators of the game started to give up on rare drops at the end of the game. Not only are bombs useless but they've been the rare drop in SOO MANY PLACES]

Salamanders have fire breath(50 damage) and explosion(20 damage) at level 2. The ghost knights have mind buster and charge. These enemies are both physically strong, so cast speed up on your first turn, and protection if you have it. Salamander (ATK, DEF) = (62,72); Ghost Knight (ATK, DEF) = (75,55). If the ghost knights charge, good luck, they will be ripping you apart. You start far enough away from the enemy that you can buff yourself and pick off enemy stragglers (ones that deviate from the group). Take it slow and take on 1 enemy at a time with your physical fighters, but use your casters to weaken them in groups.

+++++

After the fight HEAL UP with items if you need to cause we have a harder fight coming up. Take the west exit when you are ready.

>>Next Screen

+++++

NAME: SALAMANDER x4 (Romalia - Sewers)

Level: 109

Steal: Magic Apple

Drop: Strengthen Fruit

NAME: GHOST KNIGHT x3 (Romalia - Sewers)

Level: 109

Steal: Cheer Nettle

Drop: Magic Apple

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - sewers

Ok the area is very small, but don't move on your first turn (use buffs), this way only 1 character will be hit by 1 skeleton who can reach you. Even if the dragons use their skills, its better then them physically attacking. On your 2nd turn start killing off the skeletons, if your lucky, one of them may drop a magic apple you may need. Once the skeletons are gone, the battle becomes manageable.

+++++

After the fight pick up the chest with the unique >MUSE< spear inside, then flip switch(2) and go back to the BIG room.

>>Next Screen

Take the east exit now

>>Next Screen

In this room flip the switch(3) on the north wall, then take the northeast exit in this room.

>>Next Screen

+++++

NAME: SALAMANDER x4 (Romalia - Sewers)

Level: 110

Steal: Magic Apple

Drop: Strengthen Fruit

NAME: GHOST KNIGHT x3 (Romalia - Sewers)

Level: 110

Steal: Cheer Nettle

Drop: Magic Apple

\*Rare Drop >RAGE BOMB< is a battle specific drop on romalia - sewers

Other than being 1 level higher, it's the same fight, except this time you'll most likely have to battle the salamanders first. Buff on your first turn and don't move, let the salamanders come down, then on your second turn, attack them. Be careful with the skeletons, try to position yourself so that they can't get behind you.

+++++

After the battle flip the switch(4) in the northeast. There are 2 exits in this room:

-southwest leads back to the BIG room's north path that we skipped. We skipped it because it would have lead to an extra stall battle.

-take the northwest exit

>>Next Screen

Flip the switch(5) you see, and take the SOUTH exit in this room.

>>Next Screen

Go south, west and up into the door.

>>Next Screen

Open the 2 chests in here for a >LIFE STEALER< and an >EMBLEM OF TERY<. Return back to where switch(5) was.

\*There is no point of continuing this trek through the sewers, all that remains is 2 more battles followed by the sewer exit. If we follow this path, we won't get to save/heal before the last fight in front of the castle. So instead, head back through the sewers and back to our base.

Follow my directions exactly, so as to avoid that stall battle we skipped earlier in the sewers.

DIRECTIONS STARTING FROM SWITCH(5)

-----

NS = Next Screen

-East, NS, South, NS, South, NS, West, NS

-BIG room; take south exit, NS, East, NS, South

That's it, we're out, now go back to the base (East 2 screens, south 2 screens, then east to our base).

Rest up, then save. Exit and head back to the intersection. Go north all the

way until you reach the castle.

-----  
LOCATION: ROMALIA CASTLE ENTRANCE  
-----

After the scene, you'll be allowed to pick your party for the first time since you entered this place. So if you didn't go back to rest up, you may want to pick different characters. I rested so i chose the same people.

+++++  
NAME: HYDRA x4 (Romalia Castle Entrance)  
Level: 111  
Steal: Recover Fruit  
Drop: Rue's Medicine

NAME: OGRE x3 (Romalia Castle Entrance)  
Level: 111  
Steal: Recover Fruit  
Drop: Cheer Nettle

\*Rare Drop >RAGE BOMB< is a battle specific drop in romalia castle entrance.

Ogre's have protection and charge and (Atk, Def) = (65,70); Hydra's have level 1 thunder breath attack that can lower your ATK (despite it saying that it reduces agility) and (Atk, Def) = (60,70). Dont get separated from your group, cause if you do, you can easily get killed. This happened to my Lieza, i placed her 1 space too far north and 3 enemies surrounded her, 2 got critical hits and she was killed. Stay together, keep the healers safe and you should be fine. For a rare drop you get another fantastically amazing ..... bomb.

+++++

After the fight, watch some scenes and we get to see 2 awesome FMV's!!

\*\*\*\*\*  
\*\*\*\*\* WARNING!! WARNING!! \*\*\*\*\*  
\*\*\*\*\*

=====  
POINT OF NO RETURN!!!!!!  
=====

Once you tell Chongara you are ready, you will be taken to the Sky Castle, and once you do that you can never do anything else except finish the game. So to avoid that, when you talk to Chongara choose "Go Later", then choose "Other Country", this will take you to the world map and you are now free to do anything you want.

```

 * * *
 \ | /
 \ | /
----- QUESTING THROUGH THE SKIES -----
 / | \
 / | \
 * * *
 FINALE

```

<C9077>

Ok so before we go on to finish the game we should make sure we are ready.

- >>>>>>>>>>>>>>>>>>>>>> 1) FINISHING UP OUR FINAL JOB <<<<<<<<<<<< [C9077-1]

Return to Houfion and go to the shop to talk to the red haired lady and become disappointed at the lack of emotion the game portrayed during this. Seriously could it have killed them to have made it so we ACTUALLY relay the son's message that he love's his mom? \*SIGH\*

\*Note during your time in Romalia if you talked to your resistance members in the base you would have heard them say something about a guy from the resistance who ran away, this was actually the womens son. And once we gave him the charm, he returned to the base. Just though i'd mention it :).

[illegible][illegible]

Some places where you can obtain these via STEALS are as follows:

```
-> Rutar Plain - Death Wizard x4
-> Anan Flats - Death Wizard x5
```

Some places where you can obtain these via DROPS are as follows:

East Aldia

\*BEST AREA -> Vacant House - Necromancer x2 (east and west side, first room)  
These battles are done so quickly at your high levels and all you have to do is exit the room and re-enter. Since your party is already picked upon entering the House you don't waste any time.

Romalia

-> The Heap - Rabid Bats x6

[illegible]

The enemies you will be fighting in the Final Area of the game will be between levels 110-130. The FINAL BOSS is VERY POWERFULL!!

The best place to level up (Starting from the fastest method) would be:

ARC ARENA

- 1) Using the Duplication Glitch in Arc Arena to Duplicate other items that increase your levels (full power fruits, rubies, etc)
- 2) Arc Arena, in particular, the tournament.

IF YOU DONT HAVE ARC ARENA

Do the following:

- Go to Tukae Cave (Balbaldard)
- Pick Diekbeck as the ONLY member
- Equip him with his best power units (18 & 19) and the Diek Gun G (To hit multiple enemies on counter attacks) \*NOTE - his counterattacks seem to land with a MUCH higher frequency then his normal physical attacks.
- Go North, NS, East, NS
- On this screen, fight the dragons

You get exp for every action you make obviously but the most comes from killing enemies. Therefore, depending on how many actions/attacks it took for YOUR Diekbeck to finish the fight, your total EXP gain will differ.

MY Diekbeck went from  
256,604 -> 383,614 = 127,010 EXP Gained in a SINGLE battle, then  
383,614 -> 512,266 = 128,652 EXP Gained in a SINGLE battle, then  
512,266 -> 643,488 = 131,222 EXP Gained in a SINGLE battle

So you are looking at 125,000+ Per fight.

## BEST WAY TO FIGHT THEM

- Move towards the center and cast Happy Beam
- Let dragons surround you
- If you took alot of damage then heal, if not then cast Divine Judgement
- Next turn cast divine judgement again and they should almost all be dead
- Clean up the rest of them

Do this for a while, just exit and re-enter the screen and the Dragons will respawn.



With Diekbeck equipped with Power unit 18 and 19, you have access to Cure and Rob Mind, so you can easily do this for a long time :).

Whoever you wish to level up, use the EXP from Diekbeck on that character. Remember to equip the Silk Belt/King's Image to further increase the EXP gained. Equipping 2 increases the EXP gain even more (Silk Belt + Silk Belt; Silk Belt + King's Image; King's Image + King's Image).

Just so you have an estimate, i'll post my results:

Lieza (level 82)  
Diekbeck 1,034,980 EXP (approx 8-9 battles)

-No silk belt or King's image equipped  
Lieza level 82 -> level 91 (+9 levels)

-1 Silk Belt equipped  
Lieza level 82 -> level 95 (+13 levels)

-2 silk belts equipped  
Lieza level 82 -> level 102 (+20 levels)

Ok let's finish the game shall we.

\*Note that once you enter the Sky Castle, you can't leave so make a separate save file right now, and once you are in the Sky Castle save to a different save file also. The save file made within the sky castle cannot be accessed in Arc Arena, the items found and purchased from the new shop can never be used other then during the sky castle segment of the game.

Head for Romalia via the world map and choose "yes" when Chongara asks you a question.

```

***** WARNING!! WARNING!! *****

```

```
=====
POINT OF NO RETURN!!!!!!
=====
```

I Just thought i'd remind you that this is the point of no return :).

```
<>=====//-----//=====<>
 /// ROMALIA ///
<>=====//-----//=====<>
```

If you were as confused as i was, the entrance is the the left of Chongara.

```
=====
| ROMALIA SKY CASTLE <C9078>|
=====
\ ITEMS / DEATH ILLUSION MAGIC APPLE RUNE GUARD /
/ \ FIRE STICK RUNE BLADE SCORPION TAIL \
\ / DARK AURA DEATH ERASER GRAVE BASHER /
/ \ DEATH NEEDLE CARNELIAN MARION KNIFE \
\ / AQUAMARINE DRAGOON SPEAR MYSTIC DRESS /
=====
```

Select your party and head left for a battle

\*Note Quite a few enemies in here are Dark Elemental so use light elemental weapons for a boost.

\*From what i can tell, there are no enemy drops in Romalia Sky Castle, thus they are listed as "None".

+++++  
NAME: BLACK SKELETON x6 (Romalia Sky Castle)  
Level: 112  
Steal: Bomb  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle  
[ANOTHER stupid bomb, the smart rare drop at this point of the game would be a Holy/God Magic Apple]

As i mentioned earlier, the level of the enemies will be high. These guys have strong attacks (64) and decent speed (23), and can also use speed up. So i recommend buffing your characters on the first turn with speed up and protection. Now drop some light elemental skills and attacks on them.

+++++

After the fight, the screen will pan to the right and show the airship door opening. Head back in to find a bunch of available things to do.

\*=====\*

|  |                                |            |
|--|--------------------------------|------------|
|  | SILVER NOAH - ULTIMATE VERSION | <C9078-UV> |
|--|--------------------------------|------------|

\*=====\*

On the first floor we have:

1) BED AND SAVE BOOK!!

Go up to the second floor to find the following:

1) ULTIMATE SHOP!

-> This shop has the best buyable equipment in the game, some of these items are actually THE BEST items in the game. Even the strengthen fruit is stronger (max def of 33, max heal of 192), [they really should have changed the name though].

2) MOTHER CLAIRE

-> If you leveled up your characters, then you may have unlocked some NEW skills to purchase, so pick some out for your characters. (Arc -> Might Mind; Choko -> Super Nova; Shu -> Charge)

3) SUPREME BLACKSMITH!

-> Here you will have acces to the smith shops from both East Aldia and Brakia, as well as the Yagos Isle Combine Shop. Have Fun!!

\*Considering how close the save book is, this is the fastest and most efficient way to upgrade your equipment (even moreso than arc arena). I strongly recommend upgrading your armor at the VERY LEAST. And YES the MONEY GLITCH WORKS HERE AS WELL!!!! YAAAHOOOOO!

Once you've had your fun, then exit the silver noah and let's take on the Sky Castle for real now :).

Once outside the silver noah, take the north door.

>>Next Screen

Go west, north and east to enter the door.

>>Next Screen

Go straight north into the next door.

>>Next Screen

Go left and north through the gap to an intersection, go east, then north again to an open area with a chest containing >DEATH ILLUSION<. Go back south, then west, then north. Go as far north as you can until a battle starts.

+++++

NAME: BLACK SKELETON x4 (Romalia Sky Castle)

Level: 113

Steal: Bomb

Drop: None

NAME: DEATH PRIEST x2 (Romalia Sky Castle)

Level: 113

Steal: Recover Fruit

Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

The death priest are weak, their only skill is cure, so it can get annoying when they cure themselves to full HP, just make sure to concentrate on 1 death priest at a time. Also note that when the either of these 2 enemies go into HP=1 status, that the enemy can cure them and bring them back to full HP, so finish the enemies with 1 HP quickly.

+++++

After the fight, pick up the 2 chests for a >MAGIC APPLE< and a >RUNE GUARD<. Now go back ALL the way south and exit this room through the same door you entered it from.

>>Next Screen

Once back in this hallway go west and you will come to another set of doors directly across from each other. Take the south door first.

>>Next Screen

In this room, go to the south side and step on the glowing circle (between the 2 spinning diamonds). You'll be teleported to another room.

>>Next Screen

Go west and north through the door

>>Next Screen

Go west to initiate a battle

+++++

NAME: BLACK SKELETON x5 (Romalia Sky Castle)

Level: 113

Steal: Bomb

Drop: None

NAME: DEATH PRIEST (Romalia Sky Castle)

Level: 113

Steal: Recover Fruit

Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Same as the other fight, if you start fighting the skeletons that are on the pillars in the middle of the room, then the death priest will just sit back there and heal them, so it can get annoying. I suggest placing characters in positions so the skeletons cant jump to the south platform (where we start).

After a couple turns the death priest should come down to you, then kill him, and finally take out the skeletons.

+++++

After the fight go around to the north side to pick up the >DEATH NEEDLE< from the chest. Exit the room now.

>>Next Screen

Take the teleporter again.

>>Next Screen

Exit north

>Next Screen

Take the north door this time.

>>Next Screen

Walk straight north to reach Tiamat ... whoops wrong game, haha.

+++++

NAME: DEATH PRIEST x4 (Romalia Sky Castle)

Level: 114

Steal: Recover Fruit

Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

No skeletons this time. Easy fight.

+++++

After the fight continue north into the next room

>>Next Screen

Take the teleporter

>>Next Screen

Exit south

>>Next Screen

Head southeast for another battle.

+++++

NAME: SOUL KNIGHT (Romalia Sky Castle)

Level: 114

Steal: Cheer Nettle

Drop: None

NAME: BLACK SKELETON x5 (Romalia Sky Castle)

Level: 113

Steal: Bomb

Drop: None

NAME: DEATH PRIEST (Romalia Sky Castle)

Level: 113

Steal: Recover Fruit

Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

The soul knight is stronger than the skeletons AND he's more dangerous since he carries death and charge as his skills, so go after her hard and fast.

After he's gone, it's just another one of the same battles as before.  
+++++

After the fight pick up the >FIRE STICK< from the chest and exit south.

>>Next Screen

Go west and take the first door north

>>Next Screen

Open the chest for a >DEATH ERASER<, then exit back into the hallway.

>>Next Screen

Continue west and enter the next door to the north.

>>Next Screen

Open the chest in here for a >DARK AURA<, then go back into the hall again.

>>Next Screen

Continue all the way west and you will reach another set of doors that are across from each other. Enter the south door first.

>>Next Screen

Fight the easy battle

+++++

NAME: SOUL KNIGHT (Romalia Sky Castle)

Level: 115

Steal: Cheer Nettle

Drop: None

NAME: DEATH PRIEST x2 (Romalia Sky Castle)

Level: 115

Steal: Recover Fruit

Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Once again focus your attack on the soul knight. To kill him fast, i sent a close range attacker right up to him and attacked, then a ranged attacker (dagger) to attack from behind my close range attacker, then a magic user to finish him off. This is risky since if you don't kill him, your 3 characters are in prime position to be hit with the death spell. You may wish to wait by the north entrance so you have more space to maneuver.

+++++

After the fight, pick up the awesome >RUNE BLADE< from the chest, then exit back into the hallway.

>>Next Screen

Take the north door next.

>>Next Screen

Go east and north through the door

>>Next Screen

Go north in this huge room to fight a battle

+++++

NAME: SOUL KNIGHT x2 (Romalia Sky Castle)

Level: 116  
Steal: Cheer Nettle  
Drop: None

NAME: GHOST KNIGHT x3 (Romalia Sky Castle)  
Level: 115  
Steal: Cheer Nettle  
Drop: None

NAME: DEATH PRIEST x3 (Romalia Sky Castle)  
Level: 115  
Steal: Recover Fruit  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

\*\*Make sure to send someone to the far southeast corner of the room, to grab that chest, this battle CANNOT BE REFOUGHT so get it now or you'll never be able to. The other chest can be obtained after battle.

The only new guy here is the ghost knight, remember that they can charge as well, so this battle may prove difficult. The best way to fight this battle AND get the chest is just to sit back where you started and let the enemies come to you. There is 1 skeleton near the northeast exit who can't reach you no matter what, so kill of ALL the other enemies and then go and grab the SE chest. [Feel free to use up as much MP as you want since there is a healing point before the next battle.]

+++++

The southeast chest containing a >GRAVE BASHER< if you got it, the other has a >SCORPION TAIL<. Take the exit to the northeast.

>>Next Screen

Go straight through the north door.

>>Next Screen

Take the teleporter again

>>Next Screen

Go south 2 screens

>>Next Screen

You will reach 2 crystals:

Red Crystal = Healing  
Blue Crystal = Save

Continue South to the next room

>>Next Screen

Ok there are 8 rooms in this room. 6 are open, 1 we came from, and 1 above the one we came from. Of the 6 open rooms, it doesn't matter which one you enter for the 6 characters you choose.

Below will be a table showing:

-> Character - whichever character's scenario you select  
-> Enemy/Level - the enemy fought + their level in brackets listed as follows; (Character-10). The enemy level will be equal to the characters level minus 10.  
-> Response - What response (if any) is required during the scenario

\*Rare Drop is still a >RAGE BOMB< for these battles

"Would you like to control me?" - Sania

| CHARACTER | RESPONSE                               | ENEMY/LEVEL                                                                         |
|-----------|----------------------------------------|-------------------------------------------------------------------------------------|
| SHU       | -                                      | ARCH FIEND (SHU-10)                                                                 |
| ARC       | NO                                     | ARCH FIEND (ARC-10)                                                                 |
| POCO      | 1) WATCH<br>1) INTERVENE + 2) OKAY     | WARLOCK (POCO-10)<br>BULLY (LV 1) / WARLOCK (POCO-10)                               |
| TOSH      | -                                      | WARLOCK (TOSH-10)<br>DEMI-ZOMBIE x2 (TOSH-10)                                       |
| ELC       | -                                      | WARLOCK (ELC-10)<br>MARIEL (ELC-10)                                                 |
| LIEZA     | NO                                     | DEMI-ZOMBIE x3 (LIEZA-10)                                                           |
| IGA       | -                                      | DEMI-ZOMBIE x3 (IGA-10)                                                             |
| GRUGA     | -<br>FIGHT (CYCLES)<br>DO NOT FIGHT x3 | NIEDEL SOLDIER x6 (LV 51)<br>NIEDEL SOLDIER x6 (LV 51)<br>DEMI-ZOMBIE x2 (GRUGA-10) |
| SHANTE    | WAIT                                   | ALFRED (SHANTE-10)                                                                  |
| SANIA     | -                                      | DEMI-ZOMBIE x2 (SANIA-10)                                                           |
| CHOKO     | PICK EITHER CHOICE                     | ARK GHOUL (CHOKO-10)                                                                |
| GOGEN     | NO                                     | ARK GHOUL (GOGEN-10)                                                                |
| DIEKBECK  | -                                      | WARLOCK (LV 1)                                                                      |

After you've completed all 6 rooms, the 2 rooms in the center will be opened again. Go into the southern of the 2 rooms to be back where the healing and saving points are. Once you are ready, go into the North room.

>>Next Screen

Go north into the door

>>Next Screen

Go into the northeast door.

>>Next Screen

Go north again

>>Next Screen

Go north and step onto the glowing circle.

>>Next Screen

Re-Select your party, then exit the room south.

>>Next Screen

Step south for a battle

+++++  
NAME: KING DRAGON x6 (Romalia Sky Castle)  
Level: 116  
Steal: Bitter Leaf  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Their acid breath is nothing to worry about because they have low magic, but they do have high attack and defense. They're pretty slow (21 AGL) so speed up isn't necessary. Cast strike power and protection then go for it.

+++++

After the fight go south twice.

>>Next Screen

Enter the room immediately south of you

>>Next Screen

Open the chest for a >CARNELIAN<, then go back north 1 screen.

>>Next Screen

Go east until you come across 2 doors across from each other. Enter the north room.

>>Next Screen

Pick up the >MARION KNIFE< from the chest, then go back into the hallway.

>>Next Screen

Ignore the south room cause it leads only to a battle. Go east to another set of doors. Take the south room here.

>>Next Screen

Open the chest for an >AQUAMARINE<, then return to the hallway.

>>Next Screen

Continue east to yet another set of doors and enter the north door.

>>Next Screen

Grab the >DRAGOON SPEAR< from the chest and go back into the hallway.

>>Next Screen

Go all the way east now to the last of the 2 doors. Take the north path first.

>>Next Screen

+++++  
NAME: KING DRAGON x6 (Romalia Sky Castle)  
Level: 116  
Steal: Bitter Leaf  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Same as last battle against them. Buff up and kill them. We'll be healing after the battle anyways.

+++++

Go north after



>>Next Screen

Pick up the >MYSTIC DRESS< from the chest and then heal at the red crystal north of it. now go south 2 screens to be back in the hallway.

>>Next Screen

Take the south door now, and go south for 2 more screens.

>>Next Screen

Head east now and you will be surrounded.

+++++  
NAME: KING DRAGON x6 (Romalia Sky Castle)  
Level: 116  
Steal: Bitter Leaf  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Exactly the same. Seeing as you are faster then them and that they are lined up in a nice row for you, you can probably kill 3 or more of them before they even get a chance to attack. I was able to kill all 6 of them before they even got a turn :).

+++++

Continue east and enter the room.

>>Next Screen

Go north for a battle

+++++  
NAME: BLACK DRAGON x4 (Romalia Sky Castle)  
Level: 117  
Steal: Cure-All  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

These guys have level 2 poison breath, but low magic. The main threat, again, is their high atk and def. So buff up and attack the 2 to the south first.

+++++

After the fight, go north 2 screens

>>Next Screen

Here we have 4 rooms and a crystal in the center. Each room is a Trial that needs to be cleared in order for the crystal to function. Remember that during these 4 trials and especially after them, you can use the healing point that we found 7-8 screens back (room with the mystic dress chest).

Let's start with the Southwest door.

+++++  
NAME: BISHOP (Romalia Sky Castle)  
Level: 120  
Steal: Cure-All  
Drop: Cure-All

NAME: CAA-5 (Romalia Sky Castle)  
Level: 119  
Steal: None  
Drop: None

NAME: CAM-6 (Romalia Sky Castle)  
Level: 119  
Steal: None  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Kill the Bishop first since he can call more CAA's and CAM's through those tubes. He has Level 2 Divide and 74 MAG so he can suck a good amount of HP. The CAM is more of a threat then the CAA because the CAM carries a gun, plus they have higher attack power. I've noticed that the CAM-6 can also throw Rage Bombs (240 Damage).

Heal up if you need to (8 screens back), then take the northwest room.

NAME: ARK GHOUL x3 (Romalia Sky Castle)  
Level: 118  
Steal: None  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

These guys have a lot of spells compared to the normal monsters we've been fighting, however, they only have 42 MAG, so the damage won't be TOO bad. Dust Ruin is at level 3, and all their other skills are level 1. Skill to watch for is Death. Other skills they have are lightning bolt, super nova, divine judgement, rob mind and divide.

They are sitting in a nice formation for a level 2 spell to hit all of them. You can also jump over the first one and use an attack that hits surrounding enemies (lieza's spinster, Shu's random attack, etc). Their attack and defense is subpar for such a unique enemy.

Once again, heal if you need to, then take the northeast room.

NAME: ZOMBIE MASTER x8 (Romalia Sky Castle)  
Level: 118  
Steal: Shadow Mask  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

Not only do these guys have good attack (73), but they can also cast death, not too mention there are 8 of them. Death is at level 1, so try not to stand next to any of your allies. Light Elemental magic and weapons are the way to go here. Remember we have a healing point 8 screens back so don't be afraid to use level 3 spells to really damage them. Also if you picked up Lieza's dispel from mother Claire, it has a chance of instantly killing the undead.

Make sure to Heal for this last battle, then take the last door in the southeast.

NAME: IFREET (Romalia Sky Castle)  
Level: 120  
Steal: Bomb  
Drop: None

NAME: GRIFFON x4 (Romalia Sky Castle)  
Level: 119  
Steal: Recover Fruit  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

The griffons are STRONG, they have 87 ATK and 66 DEF. They have a tornado spell which wont be strong cause they lack the MAG stat, but they can also prevent magic with magic shield. Finally they have 400 HP. Ifreet is JUST as strong with 85 atk and 61 def. He also carries a useless magic spell, but also has the Invincible spell at level 2. Hopefully he doesn't cast it, otherwise you may be in trouble. If he does use invincible then move away from him and spend your turn healing or buffing yourself.

Go for Ifreet first UNLESS he casts invincible; if he does, go for the griffons first. A good strategy would be to stand close together and hope this triggers them to use their spells which will only hit for about 15-20 damage.  
+++++

After this last fight, inspect the crystal in the center of the main room and a door will unlock to the north.

\*Our next fight will be a boss fight, so i'll be heading back to save my game. I will give quick directions so follow them carefully.

STARTING FROM THE ROOM WITH THE 4 TRIALS  
-----

NS = Next Screen

South, NS, south, NS, south, NS, west, north, NS, north, NS, north, NS, west to the LAST set of doors, north, NS, north, NS, north NS, take teleporter.

South, NS, east, south, NS, west, south, NS, south, NS, south into the building, NS, north to the Save Point and Healing Point.

Once your are ready, follow the directions (in opposite fashion), back to the room with the 4 trials, then take the north door.

>>Next Screen

Go north

>>Next Screen

Take the teleporter for a boss battle.

Reselect your party; for reference i chose:

ARC -> Magic Shield + Weak Enemy

SHU -> Speed Up

LIEZA -> Healing

ELC -> Strike Power + Protection + Invincible

CHOKO (AKURA FORM) -> MASSIVE HP + High Magic Power

\*\*DO NOT use your Magic Apples in this fight!!

+++++  
NAME: ZALBAD - BOSS (2496 HP!!!) (Romalia Sky Castle)  
Level: 122  
Steal: None  
Drop: None

NAME: ZALBAD-00 x6 (Romalia Sky Castle)  
Level: 120  
Steal: None  
Drop: None

\*Rare Drop >RAGE BOMB< is a battle specific drop in Romalia Sky Castle

On the first turn, buff your party with speed up and magic shield for sure, then start attacking Zalbad; he is the giant diamond shape in front of you (cursor wont show his name until you attack him or he attacks you). I suggest using Arc as a Magic Shield user on each of his turns (you don't want Zalbad hitting you with magic), and have Lieza heal, while the other 3 characters fight off Zalbad. Place Elc directly in front of Zalbad, Shu with a Gun can hit him with range, and Choko spams Super Nova (if you got it from mother Claire), or any other spell.

Zalbad is dark elemental so light spells and weapons are the way to go again. He has Blizzard, Tornado, Explosion, Mud Storm,

Zalbad-00 (Atk, Def) = (57,59); physical attacks act like daggers or spears (hit 2 spaces). Killing all of them will cause more to spawn. Don't bother killing 5 and leaving 1 either, since you'll most likely end up killing that 1 on counter attacks causing you to have to fight 6 more. Once they get close together, spam a level 3 weak enemy with arc on them and they will be less of a threat to deal with, then you can focus on the main boss.

+++++

After the fight 2 teleporters will appear.

-The north teleporter will lead to the next series of consecutive boss fights, and thus the ending of the game.

-The south teleporter leads back to where we were before, and thus we can walk back to the save point and healing point.

I suggest you go save and heal again (yes it's annoying to have to walk all the way back). THIS WILL BE YOUR LAST CHANCE TO SAVE AND HEAL BEFORE COMPLETING THE GAME.

Once you are ready take the north teleporter.

After some dramatic scenes you will have a battle

+++++

NAME: THE DARK ONE - SUB-FINAL BOSS (Sabatico Shrine?)

Level: Same as Kukurū

Steal: None

Drop: None

\*No Rare Drop

You'll be fighting this alone. Remember that depending on what you did with Kukurū's equipment the last time we had control of her, she may not be equipped with anything, so equip her. This battle is very easy.

+++++

After some more scenes, you will be asked to select a party for the remaining 2 boss battles. I chose the same set up as the Zalbad fight.

+++++

NAME: THE DARK ONE - FINAL BOSS FIRST FORM (4152 HP!!!) (Time Space?)

Level: 124

Steal: None

Drop: None

\*No Rare Drop

\*If you recall, i mentioned that you should have magic apples stocked up. If you have at least 10, then save at least 6 for the FINAL battle.

\*NOTE - if you have magic shield on, then simply using Charge can remove magic shield from you.

Buff yourself up to start, speed up strike power, and cast magic shield once you get close to him. This guy is VERY STRONG, how strong? Well i used arc

arena's duplication glitch to pad my stats (my Elc has 182 Def) and his counter attack is still hitting me for 80-90 damage. So this is a good example of "a good defense is strong offense", in other words to prevent yourself from dying, hit him fast and hit him HARD.

He uses a gun and just incase you are unaware of its hitting range, it looks like this:

B = BOSS  
C = Character

```

 [B]
 [C]
[C] [C] [C]
```

So if the character directly in front of the boss attacks, then all 4 characters will be hit on the counter. So GET THEM OUT OF THIS RANGE!

I recommend this formation (Im using Shu, Arc, Elc, Choko, Lieza):

B = BOSS  
Letter = Character's Initial (Ex [E] = Elc)

```

 [B]
[S] [E] [C]
[A] [L]
```

- Use your strongest physical attacker in Elc's position PROVIDED they are of high level, because the boss can evade/block;
- Shu on the far left facing right with a gun, he'll still be able to attack;
- Arc using Magic Shield each turn
- Choko using strong magic (preferably Super Nova)
- Lieza using Cure, or if she can spare the turn, then help out with earthquake.

This is ideal because you can get your strongest physical attacker to attack and not cause MULTIPLE people to be countered upon. Only 3 people can be hit by Mortal Collapse; Shu seems to be pretty weak to magic spells so having Arc behind him casting level 1 Magic Shield will protect him; having lieza on the right will protect her, choko, and elc from mortal collapse because of her healing.

You may also choose to place Arc between Shu and Elc, this causes mortal collapse to hit 4 people, but at the same time, Arc can help out with damage via Gale Flash (Only ideal if Arc is equipped with Romancing Stone, because he would Run out of MP too early otherwise)

+++++

Immediately after the fight, the FINAL BOSS battle Begins.

MadJak91 informed me of the following:

If you lose against THE DARK ONE (2nd FORM) you will appear right before the final teleporter where Zalbad was. Entering it jumps straight to the FINAL BOSS 2nd FORM, so you don't have to refight the first form. So at the start of the FINAL BOSS 2nd FORM if you are low on HP, MP, recovery items, etc, you can choose to be killed so you can appear at that teleporter, and walk all the way back to the Silver Noah to purchase any items you need, or simply walk back to the recovery point/save point in the sky castle to recover any lost HP/MP.

Re-Select your party; I will be using the same team

+++++  
NAME: THE DARK ONE - FINAL BOSS SECOND FORM (9999 HP!!!) (Time Space?)

Level: 128  
Steal: None  
Drop: None

\*No Rare Drop

\*Hopefully you have some Magic Apples, use them at the start if needed.

\*NOTE - if you have magic shield on, then simply using Charge can remove magic shield from you.

Buff yourself up to start, speed up strike power, and cast magic shield once you get close to him. This guy is UBER POWERFUL and has some new skills:

1) God Destroy (Dark Elemental) - Level 1 Spell, "Dark crushes enemies"; Hit my Elc (182 Def) for 75 damage.

2) Massacre (Dark Elemental) - Level 3 Spell, "summons a flame tornado"; hit my Shu (184 Def) for 181 damage, Arc (158 Def) for 86 damage, Elc (182 Def) for 77 damage.

Both skills are labeled as "Dark", but considering the damage difference (Lv 1 Versus Lv 3) it did to Elc (fire elemental) i wouldn't be surprised if Massacre was actually a Fire spell, I mean even the description says "Flame Tornado"

This Boss changes his weapon depending on your position (Thanks to MadJak91 for this info):

Departure Gun - If you are not standing right in front of him, then he will pull this out.

Hell Knuckle (NTSC-US) [Kill The ~ (Punch weapon) (NTSC-JP)] - If you are standing directly in front of him, he will change to this weapon.

\*I recommend forcing him to use his fist weapon

I recommend the following formation (Im using Shu, Arc, Elc, Choko, Lieza):

B = BOSS

Letter = Character's Initial (Ex [E] = Elc)

```
 [B]
[S] [E][C]
 [L] [A]
```

-Use your strongest physical attacker in Elc's position PROVIDED they are of high level because the boss can evade/block;

-Shu on the far left facing right with a gun, he'll still be able to attack;

-Arc using Magic Shield on a group, or Might Mind on Choko

-Choko using strong magic (preferably Super Nova)

-Lieza using Cure, or if she can spare the turn, then help out with earthquake.

This is ideal because you can use your high leveled physical character to attack from the front. If your front character is above level 128, then consider charging 1 turn to unleash a more powerful attack; if you are significantly lower in level compared to the boss, then this could be considered a waste of a turn because his chances of evading/blocking your attack will be higher.

You can also move Lieza between Shu and Elc, and have Arc cast Might Mind on all 4 characters (minus Shu), then have lieza pitch in with some earthquakes

As strong as Arc can be, he seems better suited (for me at least) to act as a support character for these boss fights.

This will be a very long fight, stay healed, and don't waste your MP unnecessarily (ex use level 2 cure instead of level 3). Remember that if you are desperate for a break you can move your characters all the way south and

the boss wont be able to reach you (since he can't move). Doing this, you can heal up, use magic apples, etc.

+++++

After the fight, watch the absolutely beautiful and touching ending.

Thank You for reading my guide, i hope you enjoyed it. I know that i may have overdone it on some of the dungeon details, \*Cough\* Next Screen \*Cough\*, but i just wanted to make sure that everyone of my readers never got lost; and although some sections seemed very repetitive at times, i hope that by writing it this way, you felt it was easy to follow :).

\*=====\*

| 10. ACKNOWLEDGEMENTS [C10000]|

\*=====\*

The following people helped contribute to my guide:

-MADJAK91-

Not only did MadJak91 help me with the list below, but he spent countless hours answering the many questions i had for this game. He taught me everything i know. I would also like to thank him for proof-reading my guide. Thanx MadJak :).

- > Counterattacks, Jump
- > Section on Evasion/Blocking/Accuracy
- > All Growth Rates and Evasion/Blocking Rate within the characters sections
- > How the Divide Skill functions
- > What the Shell accessory actually does
- > NOTE 6 - info on smith shop upgrades (EXP), and the total amount of EXP the smith shop owner needs in order to level up (NTSC-JP Version)
- > Youtube Video showing the Money Glitch in action
- > Helping me with some info on NOTE 14 - Elemental Attributes
- > Providing all the info for NOTE 15 - Unusual Bomb
- > Informing me about NOTE 16 - Cheat/Hack Items
- > Providing the info on NOTE 17 - Charge Skill
- > Information on how/when Lieza learns Ravish
- > How to get Gogen to learn Level 3 Teleport "quicker"
- > Rare Drops
- > The Final Boss will change weapons depending on your position
- > NOTE 20
- > Catch Levels info
- > Poison Damage
- > Info on Kukuru's Mother Claire Skills
- > Confirming Wierd Weapon attack ranges (Monk, Diekbeck)
- > Noted my mistake about the "Kill The ~" weapon; it's a punch weapon in the NTSC-JP Version
- > Informed me of my incorrect comparison concerning NTSC versus JP, it is actually NTSC-US versus NTSC-JP.
- > You dont have to refight the first form of the final boss if you are killed in the battle against the second form.
- > Money Formula for BOSSES
- > Elemental Shields do NOT increase elemental ATK
- > Informing me of an error i made in NOTE 18.
- > Info on NOTE 22
- > Info on NOTE 23
- > Kishino/Ryugaken damage cap/formula

-SHANEJ-

- > Job53 - Boor at the Bar - Timing issue when using an emulator, specifically with a controller

-TOPPERCOP-

-> For his information about how Magic Defense functions in this game

-DECOY51-

-> For their INVALUABLE discovery of the MONEY GILTCH

-SONGOKOULV-

-> How to unlock the Secret Arena in Clenia Isle

-KIMBERLY ARCHER-

-> Info regarding Shu's level 3 time bomb

-THE WRITER OF THE JAPANESE FAQ FOR THIS GAME-

-> I still don't have a name for whoever made the Japanese faq on unicorn horn and shell testing, but i was able to confirm through my own testing that they are correct. Their information is FAR more detailed and thus they deserve all the credit for discovering how the 2 accessories affect the rates at which rare drops occur. The link to that Japanese site is inside the walkthrough above.